ISSUE 4
FREE WITH ISSUE 233 OF COMPUTER AND VIDEO GAMES

NOT TO BE SOLD SEPERATELY

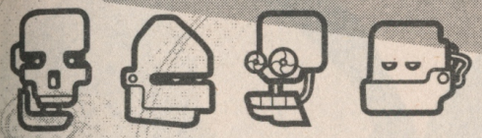
FEAR EFFECT 2 ISS PRO EVO 2 PHANTASY STAR ONLINE POKEMON PUZZLE LEAGUE

THE OFFICIAL computer and video GAMES GUIDE

Free with Issue 233 of Computer and Video Games

FREE TIPS & CHEATS FROM THE TEAM YOU CAN TRUST

The Masters



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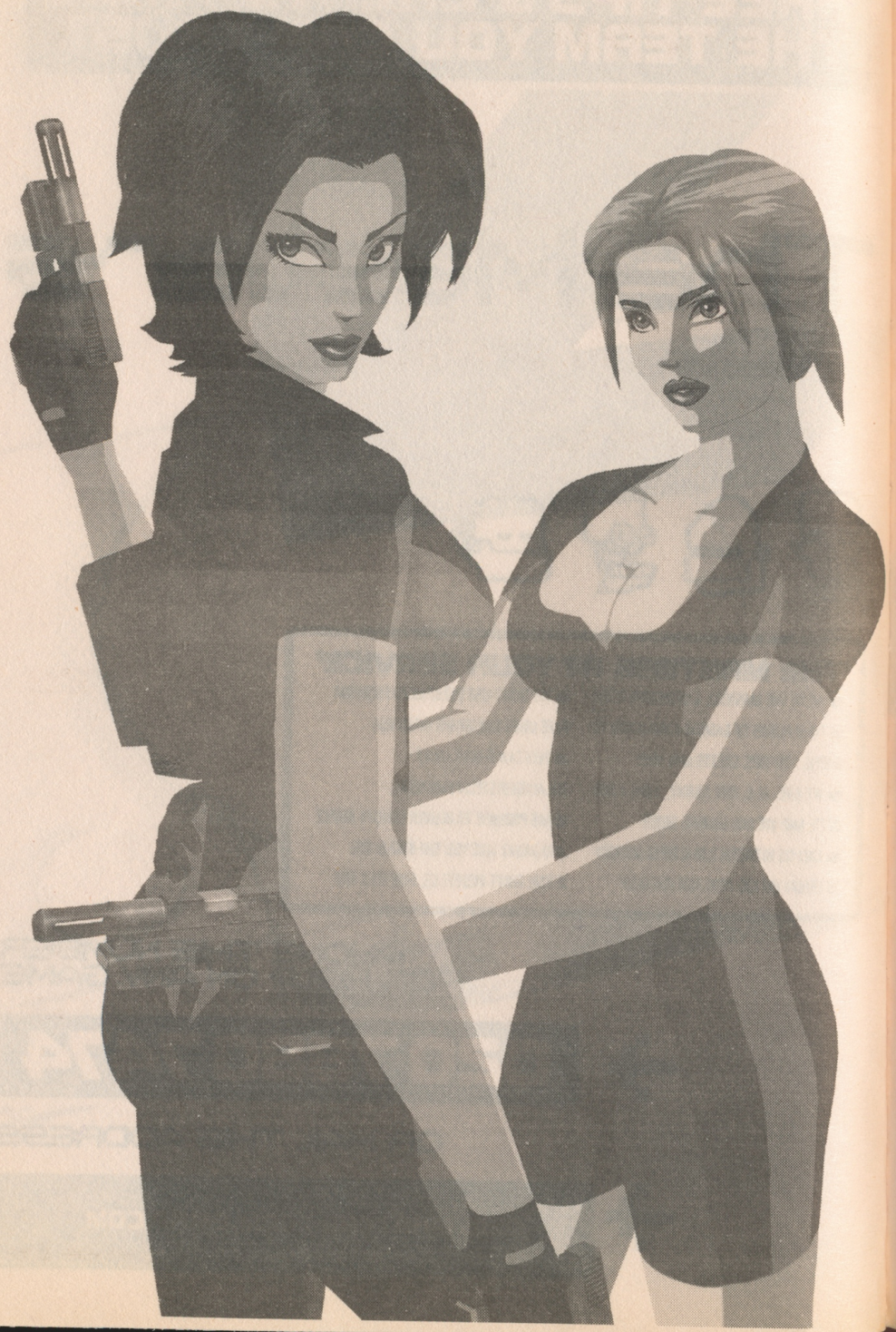

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FEAR EFFECT 2:
RETRO HELIX

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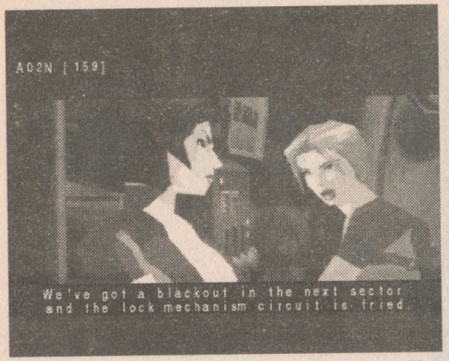
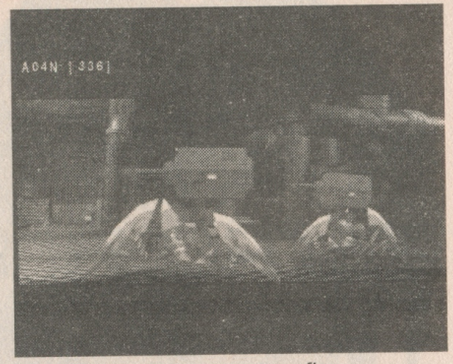
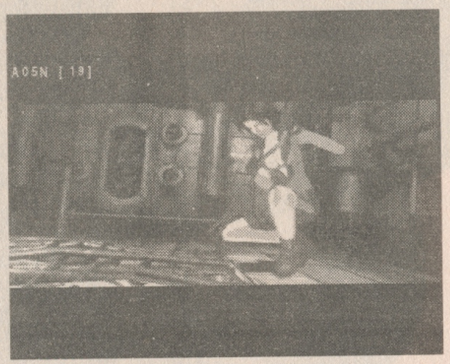


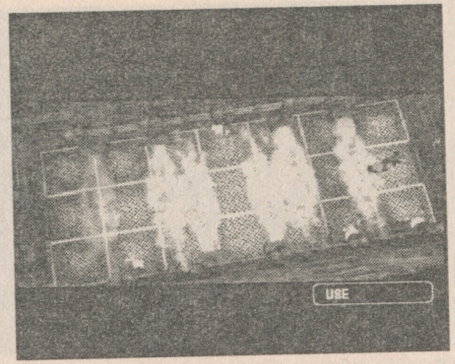
As the game starts, you'll see Rain run off down the screen. Follow her down, around the next screen and through the door. She'll tell you to look for the generator and turn it on. Go through the door on the left and continue down the walkway, ignoring the doors.

Use the metal hook on the grate to get the yellow key card. You can now use it to get through the door with the yellow light on it, into the generator room. Turn on the generator and return to Rain. You'll find she's locked in, and you have to go back to the generator.

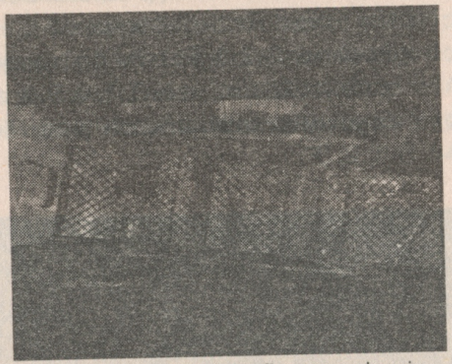


Eventually you'll come to your first encounter with the fixers. Shoot the two fixers continuously and they'll explode. The metal hook is behind you in the small alcove. Backtrack up the ramp to find a door to a small room with a grate.

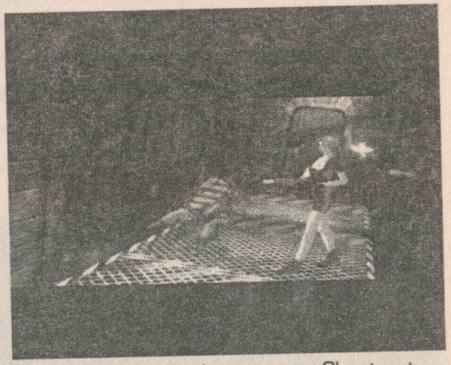




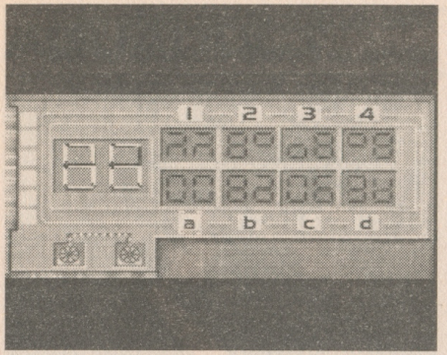
When you do, it will bust, leaving you helpless on the floor. The action will now switch to Rain. Watch the patterns of steam to work out how to get through, and run on down the ladder. There's a useful save point here. In the next room, there's giant pistons to avoid.



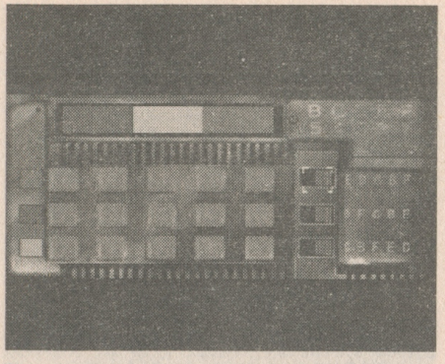
Run straight through the first one, then in the second room wait until the first piston is withdrawn. Walk forward so that you're in front of the next two pistons that appear. Then run through at full speed to reach the other side.



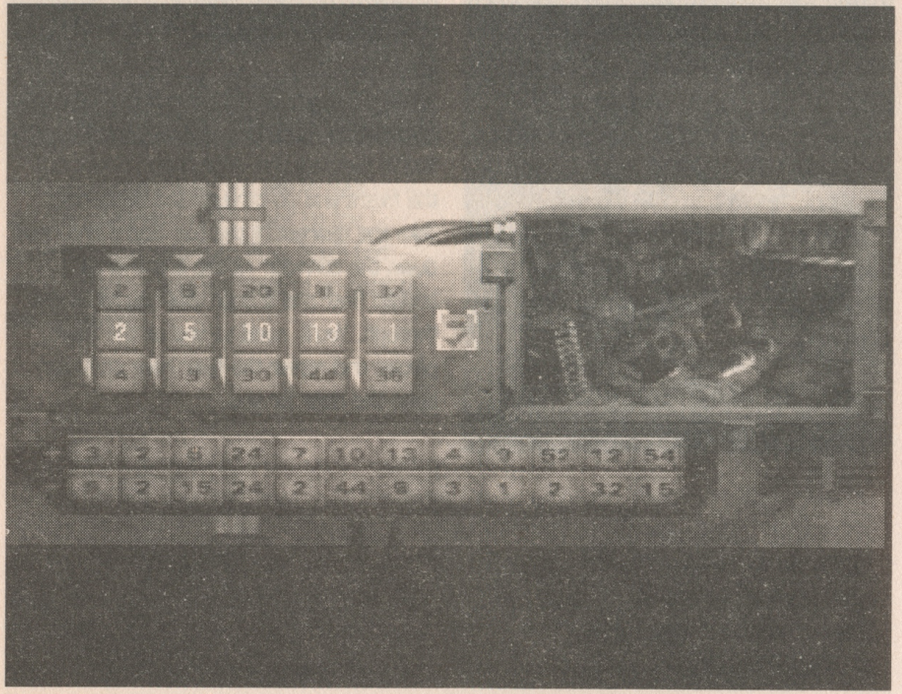
You've reached the large room. Shoot out the fixers and go through the rusty door. Take the nearest of the two doors and head down the corridor. At the end there's a broken fixer and a door that you must get through. You'll need to find all the fixer pieces and repair the fixer here so it can open the door for you.



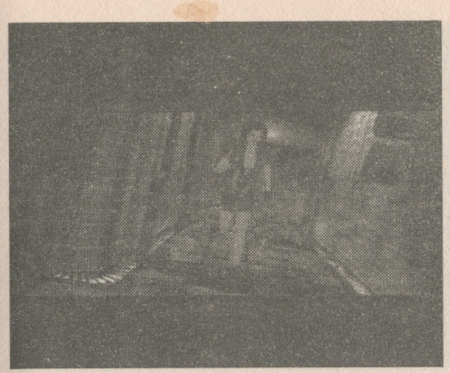
Go through the door nearby then take the right hand door. Use your flash disc on the computer and you'll be presented with the first puzzle. The solution to the puzzle is this: to create "80" choose 4, 3, 2, B, D and C. To create "86" choose 4, 3, 2, B, D and A.



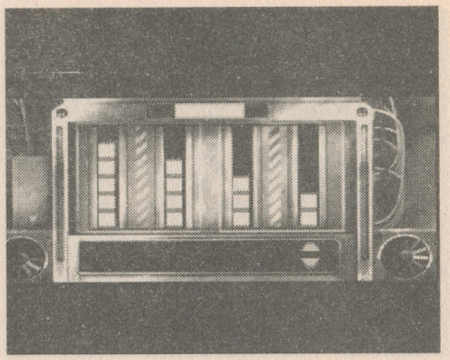
There's another puzzle which is solved in the following manner. For the red bar on the first row, enter 2, 3, 4, 5, 1. For the blue bar on the second row, press 3, 1, 4, 5, 2. For the yellow bar on the third row, press 4, 5, 1, 2, 3.



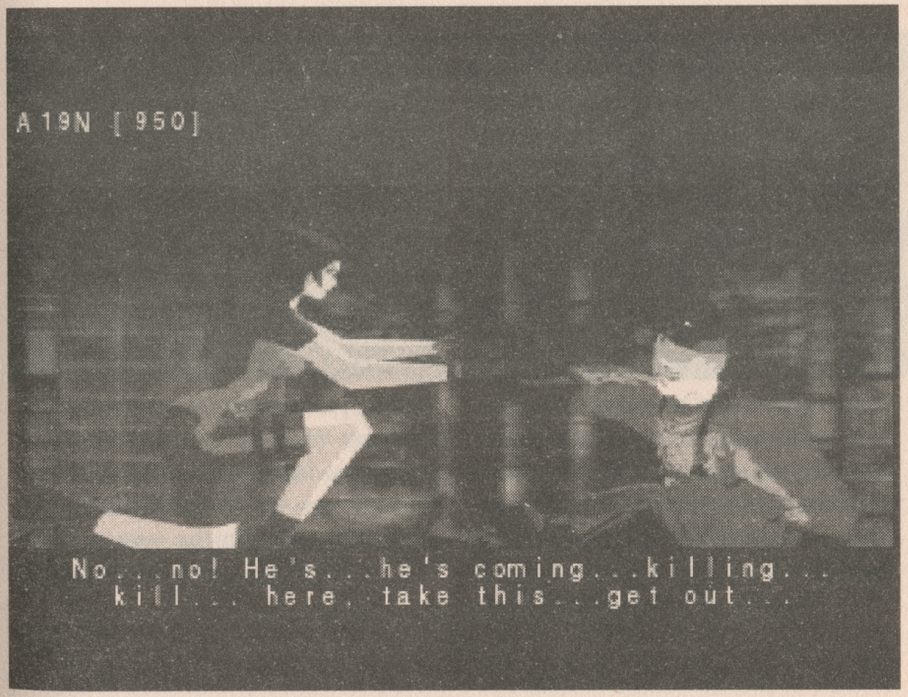
The last puzzle on the other computer sees you inputting the difference between the numbers shown. In sequence, that's 2, 5, 10, 13, and -1. You'll now play as Hana again. Cross the water and you'll see a tape in front of you.



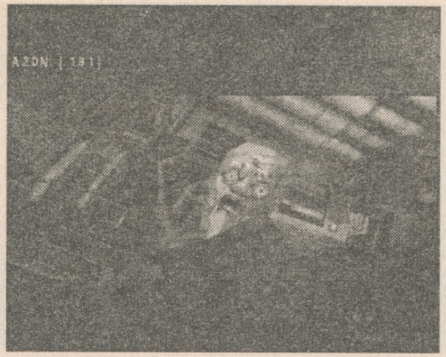
The minute you approach it, rats will burst out of the wall and attack. So back up to the tape and run when the rats appear. As long as you make it back to the ladder, the rats will run off. You can now pick up the tape.



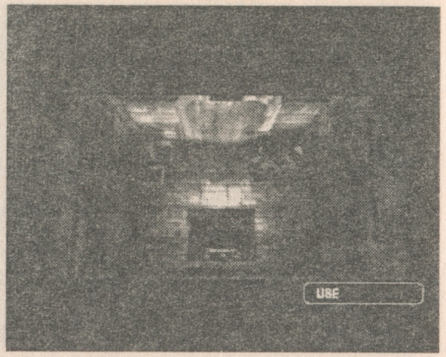
In the next room you'll also find the fixer piston. In the large room with the diagram on the wall, you'll have to complete a puzzle. Alter the bars so that they correspond with the diagram. That means setting them to 5, 4, 3, and 2 bars respectively.



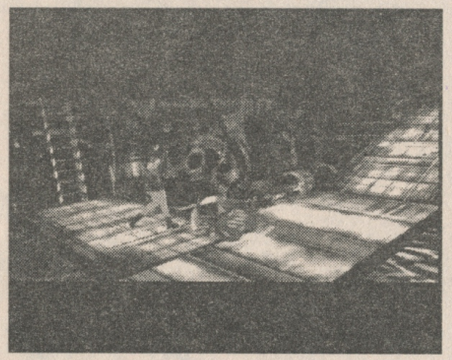
Run past the jets that have just been turned off and you'll encounter a sorry-looking man. When the FMV's over, you'll be back to controlling Rain. Leave the computer room, and head into the middle of the large room again.



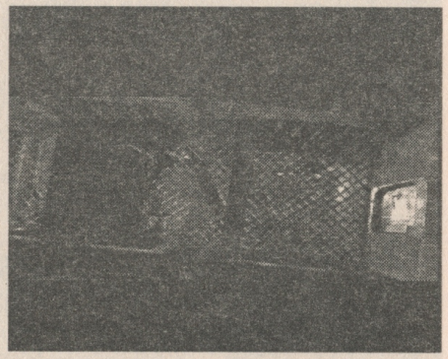
You'll be attacked by the Planner. As long as you keep shooting at him, he won't be able to reach you. Using the Uzis or the assault rifle will bring him down extra quick. When he falls, go over and check the body.



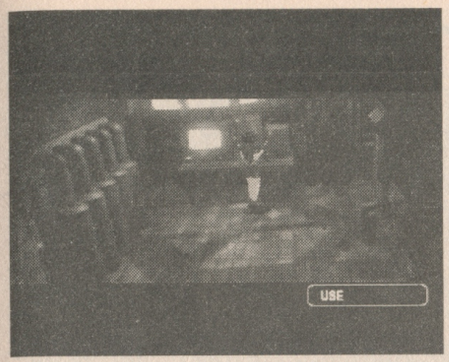
You'll switch back to Hana. Climb up the ladder in front of you and collect the machine cog. Head through the door in front of you by using the green key card you just received.You'll find yourself in familiar territory. Now go back to where you last spoke to Rain.



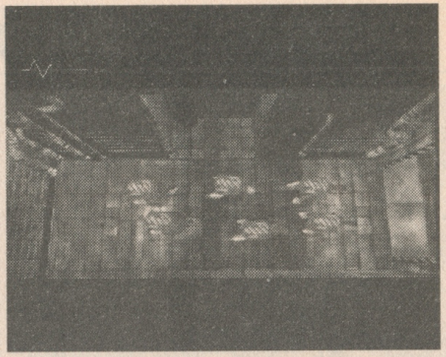
Go through the right hand door to find the newly raised walkway. Deal with the live fixer, then pick up the fixer head key from the prone one. You now need to get to the large room where Rain was abducted by the Planner.



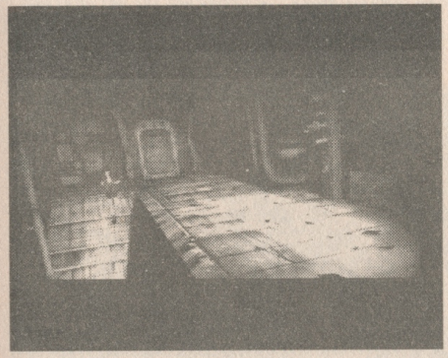
Do this by following the new route past the fallen fixer. You're just past the first steam jet room, so follow Rain's course back to the large room. Go through the red door and you'll be faced with two more doors.



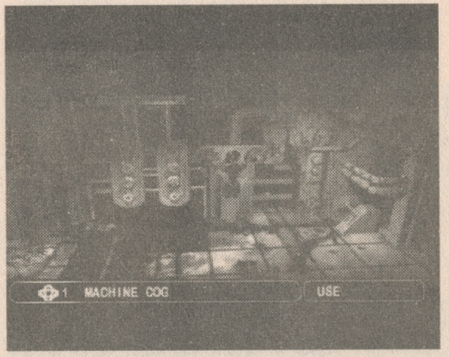
In the one to your left you'll find the second video tape and a player for the two tapes. They'll teach you useful information about the fixers and give you a new key code- 92572. Go back to the large room and through the rusty door.



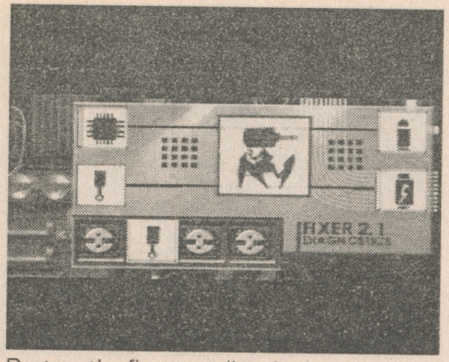
You can now enter the further door here by using the new key code. Carry straight on, shooting out the fixers, and follow the big yellow arrow into the next room. Place the blasting caps on the boiler round the corner, and the fixers will run to repair it.



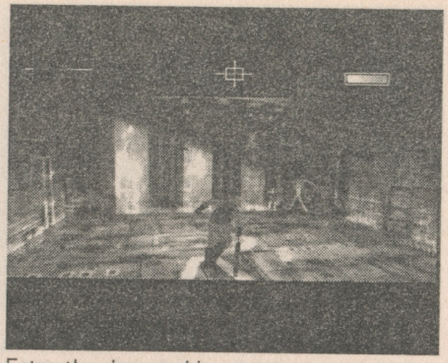
Hide from them in the dark alcove at the top of the room, and shoot your way back across the walkway while their busy. You can now take the lower route as almost all the fixers have gone. Pick up the fixer chip and head back to the large room.



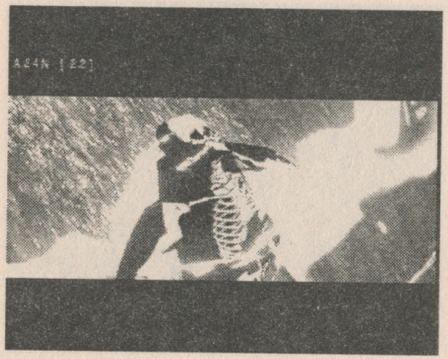
Putting the machine cog into the machine in the wall here will cause a fixer to be lowered into the area where you started from. Retrace your steps back there by heading back to the room where you and Rain got separated and going through the door off the bottom of the screen.



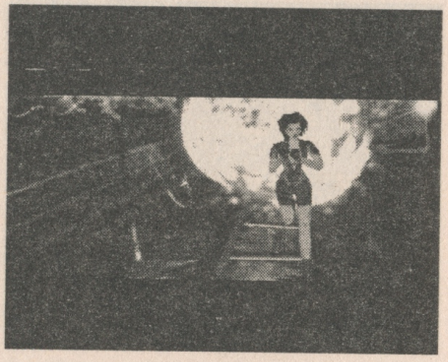
Destroy the fixer to collect its battery. You now have all the pieces you need to repair the broken fixer! Head back to the broken fixer and use the fixer head key to open it up. Put the four fixer components in the correct place and the fixer will briefly come to life, open the door, and collapse again.



Enter the door and be sure to save, as you're about to encounter the Planner. Go down the ladder and approach Rain to begin your confrontation. You have to shoot the Planner into the electric fields on either side of the room three times.

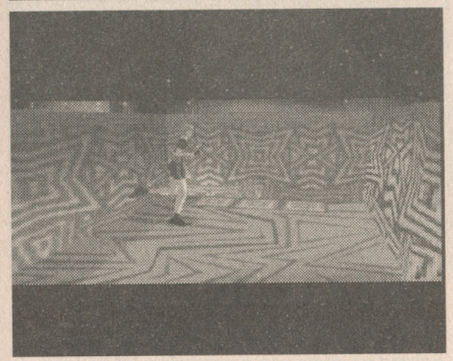


He'll end up in a different place each time, so be ready to change your position. Once he's dead, go back to Rain. You'll now need to defuse two bombs the Planner has planted. Thankfully, they're in the two rooms past the broken fixer that you couldn't enter before.

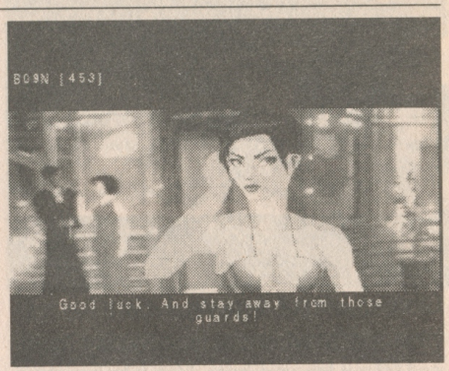


You just need to use each red bomb to defuse it within two minutes. When you're done, go back to Rain. You'll be pursued down the tunnel by a very large and slow explosion. Run straight down to the ladder without pausing, and use it immediately when you reach it.

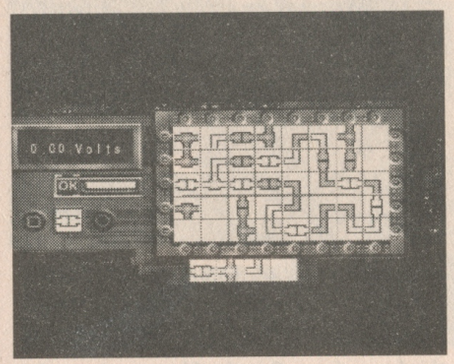
WING CHUNE TOWER



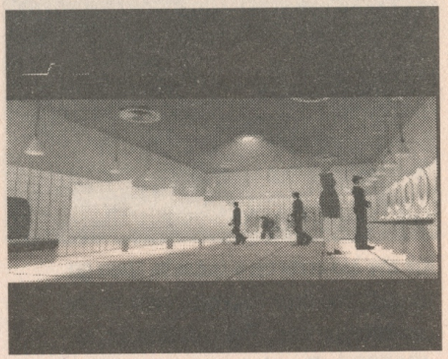
Kill the guards, go through to the maze area. Find the waterfall switch, and use it to open the observation area without wall hanging. Use the sniper scope. Find the other observation post and slide down carpet. Go up escalators. Speak to Big Tom by the ramp twice.



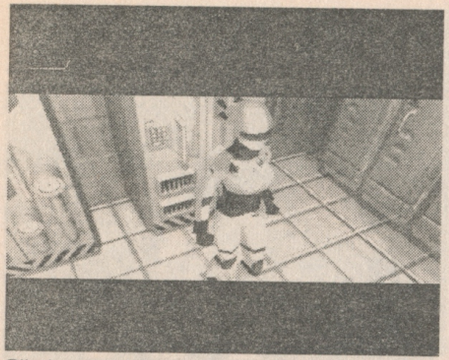
On the next floor you'll find Shau Chu who gives you a gold bracelet and a good luck charm. You'll find Dr Liu on your left in the VIP area past the gold carpet. As Rain, go up the ladder in the waterfall and down. Use flash disc on computer and match shapes up.



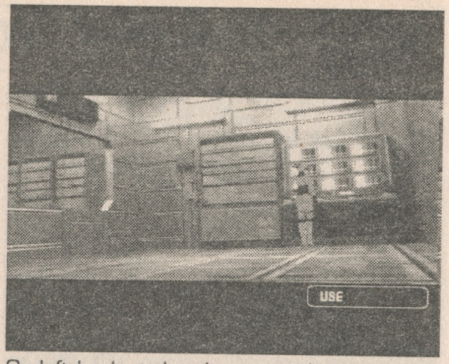
In the next puzzle you have to create a closed short circuit. Link up the shapes in the above pattern, making sure that you join up the start and end. The third puzzle's solved in this way: swap the green and the yellow, then the white and the yellow, then the purple and the blue, then the orange and the blue.



Get back to maze, unlock entrance to bridge with key from guard. Enter men's toilets in the party without being seen by security and steal the drunken man's card. Go to the elevator and use the card. As Hana, go down to the elevator and meet with Rain. Use your dress on the camera.

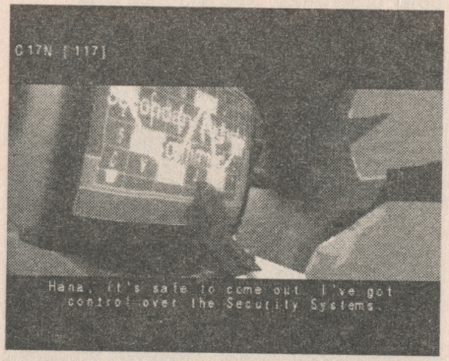


Climb up without stopping. Explore the right hand door to find some bio-enforcers to kill and take a keycard from. Use it to go into the bio-lab. Through the left door there's a uniform to change into and not a moment too soon.

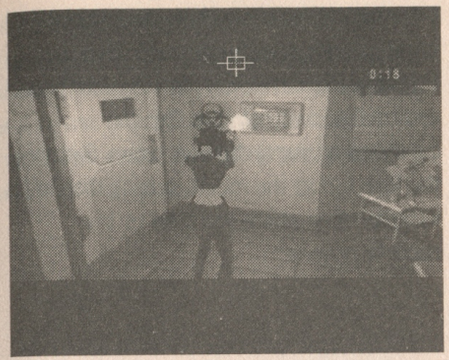


Go left back at the elevator and use the video room keycard on the door inside. Enter the code you saw earlier (836745) and then guide the red dot onto the green one over the other side of the room. Watch all the screens.

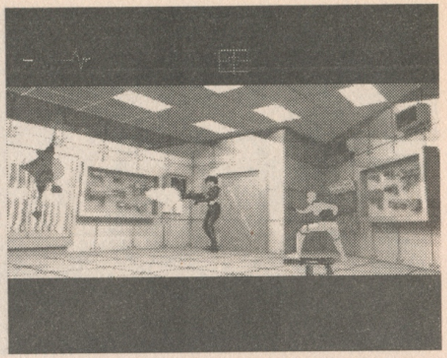
Kill the bio-enforcers outside, then go through the door opposite back to the combination lock. The combination is 4615207. There's two more to kill in here. Go through the next door with the bypass keycard, kill another two bio-enforcers, and use the flash disc on the computer.



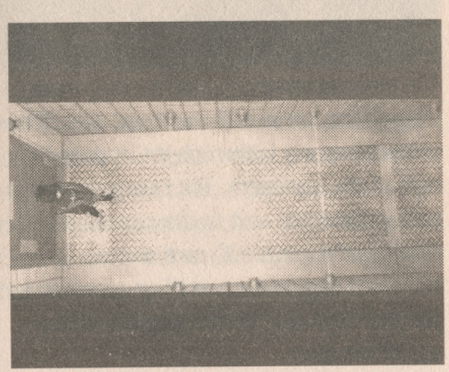
The sequence to arrange the numbers and letters is the one you saw earlier on the security camera. The sequence is: 4 on the third row down, 2 in the fifth row down, B in the sixth row down, 3 in the second row down, D in the sixth row down and A in the fourth row down.



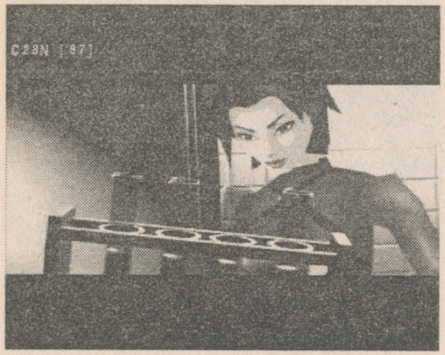
As Hana, you have 30 seconds to disarm the security system. It's by the door, so look at it then shoot it. Pick up the dispersal canister. Kill the enforcer in the next room, use the card to go through the door into the small corridor. Straight on there's a fuse room, so set the fuse to the top position. Return to the save point. Use the card to go through the big corridor.



Use the blast caps on the left hand door inside the armoury, to find the 297 flamethrower. In the other room, use the hair sample with the lab equipment to get a genetic ID card. Use the security card on the left hand door, back in the room before the fuse room.

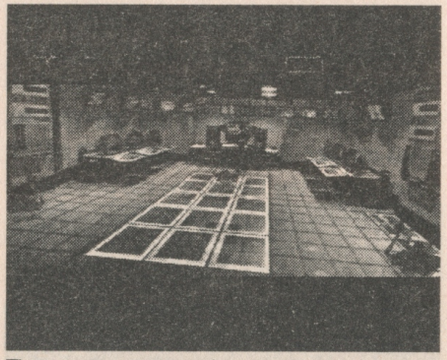


Use the genetic ID card at the end of the tunnel. There are lasers in this room that you'll be able to see if you use the dispersal canister. At the other end of the room, control will pass back to Rain. Go to the computer in the next room and use it. Now Hana will be able to enter the next room.



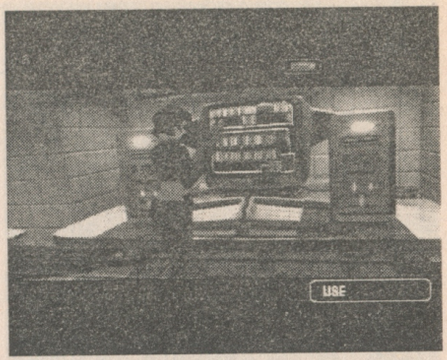
From here there's a security door into a small room with a centrifuge in. Use the ELP to get into the heavy-looking door and extract four test samples.Use the centrifuge to purify the test tubes. Switch the fuse box to the middle setting then head into the room where you blew up the security console.

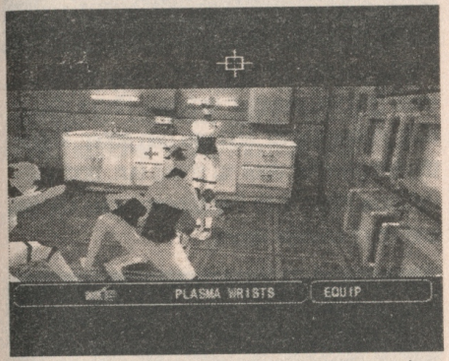
Use the machine in the corner to generate four samples of goo. Each one represents a part of DNA. Match the colours with the four computers with coloured screens to get discs. The first computer with the red screen is in this room.



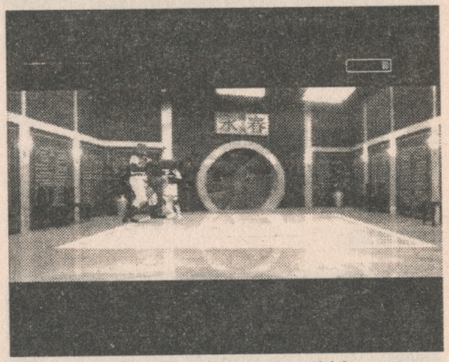
The green computer is next to the armoury through the tunnel with the round door. The yellow computer is through the door to the right of the fuse room. The blue computer is back in the room next to the centrifuge. Now use the genetic ID card on the biohazard door in the centrifuge room, and put your DNA disc in the computer at the end of the room.

You'll be presented with a series of DNA samples to fit into the sequence above them. This is an easy puzzle, as you can flip and re-use the samples. All you have to remember is that red bonds with yellow, and blue with green.





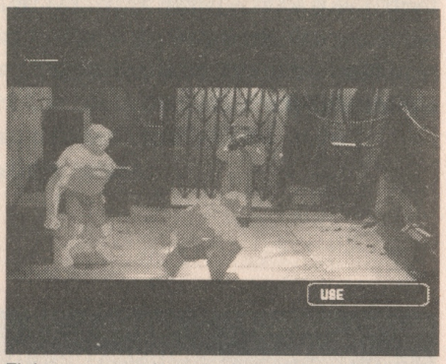
As Rain, go back through the hallway and into the bio-lab. Press the red button to get into the lab and speak to the green-suited enforcer to get let into a high-security containment area. Lay down the blasting caps to cause a diversion, then be ready to fight your way back to the elevator.



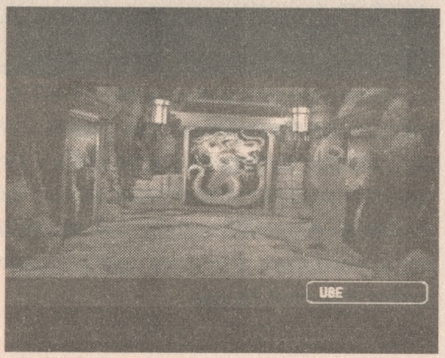
You'll face the wrath of the head bio-enforcer now. You only have your plasma wrist weapon, so keep moving around to avoid the machine gun fire. After a while, you'll be targeted with rockets. The easiest way to avoid them is to move right in close, so that they can't hit you.

CITY OF XIAN

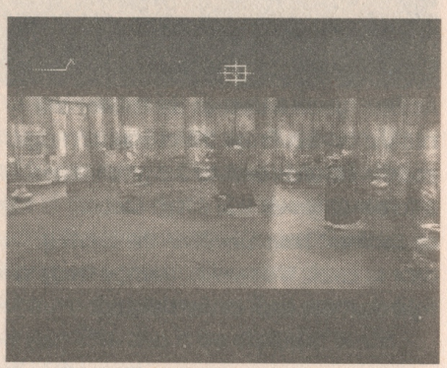
As Deke, run straight forward away from the explosions. After more cut scenes, you'll be in a room filled with zombies. Take the fuel and put it into the big vehicle in the open space. Climb the vehicle and enter the next area.



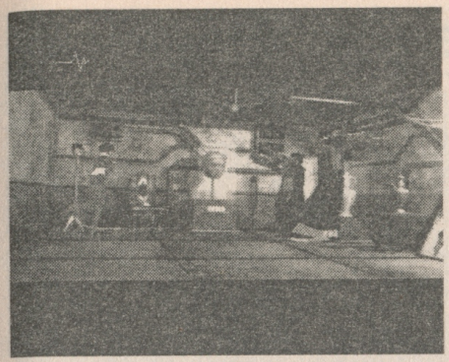
Fight your way into the next room where you'll find the elevator lock key. Shoot the door in the corner and you can enter. Inside there's another door to shoot out, and you can now make it to the elevator. Use the key and you'll change floors.



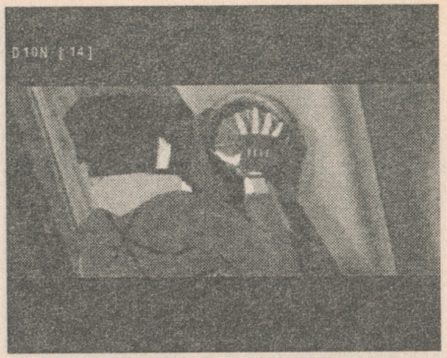
Go right to find the Gold Dragon Door. Inside you'll find some zombies and the Ancient Red Crank. The Ancient Gold Crank's behind the Red Dragon door. Use the red dragon crank on the dragon head in the red room, then use the gold dragon crank on the dragon head in the gold room. Now you can go through the central door.



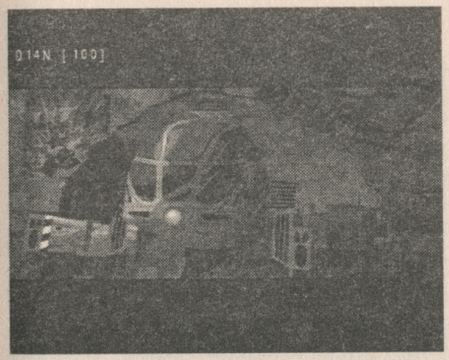
Go down the slope and enter the next room, filled with invincible vampires. Run past them to the door at the end. As Hana, you can go back through the gold and red dragon door and back down the elevator. Kill the zombie through the next door to get the archeology key. Go through the red door.



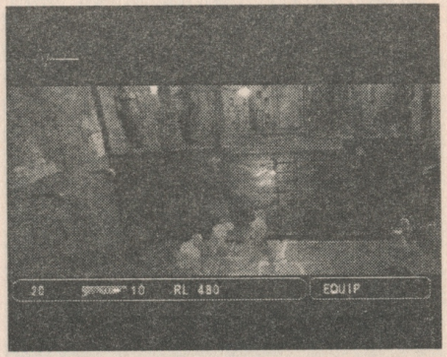
Use it on the door at the top of the screen to enter another vampire room. You'll finally find another mirror segment in here to match the one you've been carrying around with you for the whole game. There's a rocket launcher in this room as well.



Go back up the elevator and through the red and gold dragon door. Use the mirror on the door to get through. Run through past the vampires and go through the door at the end, as you did with Deke. Run down the slope, through the door and onto the walkway. Through the door at the end, you'll control Deke again.



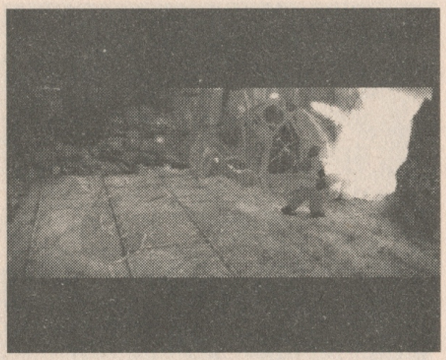
Knock out the zombies attacking you. Go through the left hand door and kill the zombie. Go through the far-away door at the top of the ramp. Now you're playing as Glas in control of a giant robot. Shoot the zombies in front of you, then move forward and shoot through the walls.



Kill the three zombies, then climb the ladder. Move into the centre of the room to trigger a new cut scene. After this, you'll be in control of Rain, back at the top of the slope leading to the bamboo walkway.

Run down the walkway as you did with Hana, and enter the next room. Kill the two zombies and go through the same door as you did with Deke. Instead of going through the door at the end of the slope, go through the sloping red door.

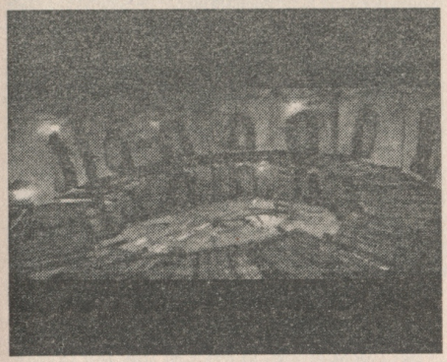
You're in the room where you took control of Hana. Kill the zombies and climb the ladder and enter the door. Examine Deke to enter the next cut scene. You're now Glas, by the wrecked shell of the giant robot. Go back down the elevator and out of the furthest door away. You'll get the storage room key in the cut scene that follows.



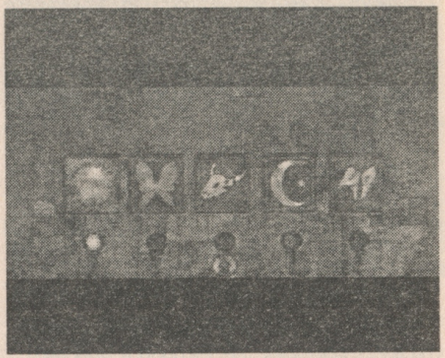
Return to the last room and use the storage room key to enter the door on the left of the screen. In the storage room you'll find a couple of zombies and some dynamite. Collect it and go back into the elevator. Use the dynamite on the area next to the robot. You'll gain entrance to the area in front of the dragon doors again.

Do what you've done with the other characters - go through the red and gold dragon doors, down the slope, past the vampires and across the bamboo walkway. Go through the sloping red door again. You'll end up fighting zombies with the help of Hana.

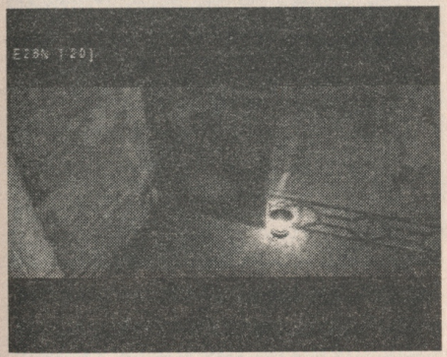
TOMB OF THE EMPEROR



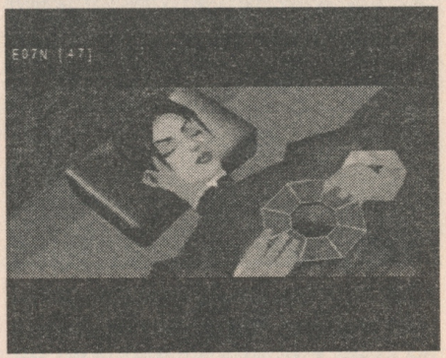
Run towards the terra cotta statues and turn left. Enter the tomb and head down the passage until you reach a circular room bordered by a walkway. Go down the ladder and you'll have a chat with a ghost.



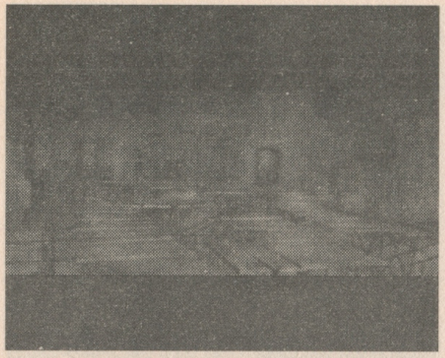
Run back up the ladder into the first room of the tomb. Use the panel opposite the blue-edged door in the passage, and your coins will be placed in it. Press the moon coin then the sun coin when they're in the wall, then press the central button below them. The sun and moon door will open up.



Climb the ladder in the room and go through the sun and moon door. Kill the terra cotta warrior and take the terra cotta key. It unlocks a door in the circular room, so go through it and round the pool to the other side.

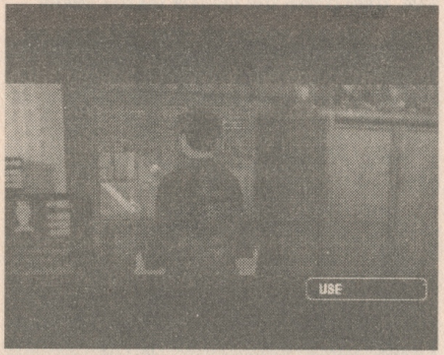


What's going on? Anyway, give the gold bullion to the tiny man behind you. You'll get a key and some change, in the form of the butterfly coin. Find the door to your room and enter. Go round to the other side of the bed and use that mirror that you've been carrying with you. It'll show the ghost his mistake and you can continue.

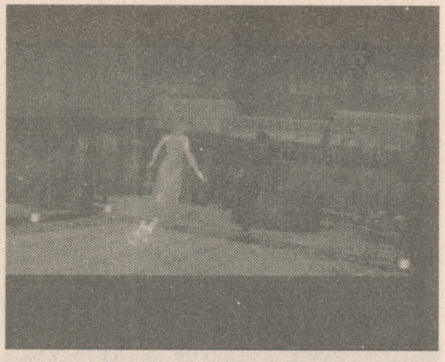


Return to the coin panel. Press the butterfly and moon coins to open up another door in the tomb entrance. Go through it and fight the soldiers. Run to the end of the wooden walkway and take the door to the left. Look out for three more warriors, pick up the dig key and leave.

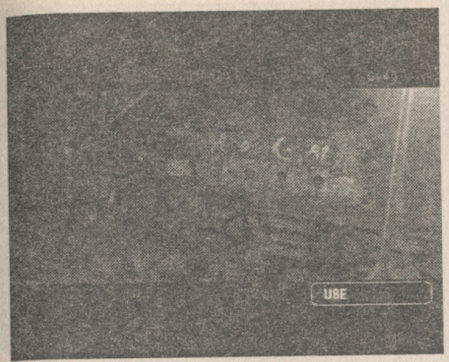
Use the dig key on the right-hand door and pick up the planks inside. You can now lay down these planks in front of the last door in the area, the one on the left of the screen as you enter the walkway area.



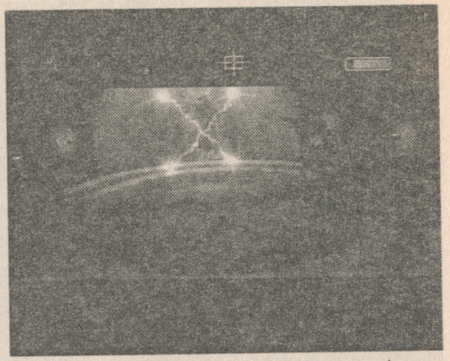
Inside the room, the ghost will transport you into another strange scenario. Talk to the people, then enter the doors at the top of the steps behind the couple. There are two shutters in here which control day and night. Close the day shutter and open the night shutter.



Step outside into the night to see the girl's ghost. Follow it and you'll reach a well. Inside you'll find the girl's remains. Change night back to day and return them to her parents to get the lily coin.

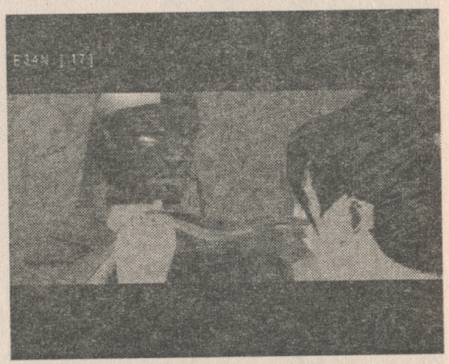


Go back to the coin panel and press the butterfly, the lily and then the moon coins. This will unlock the door in the terra cotta room where you the ghost first warped you away, so go back to the circular room, and through the door.



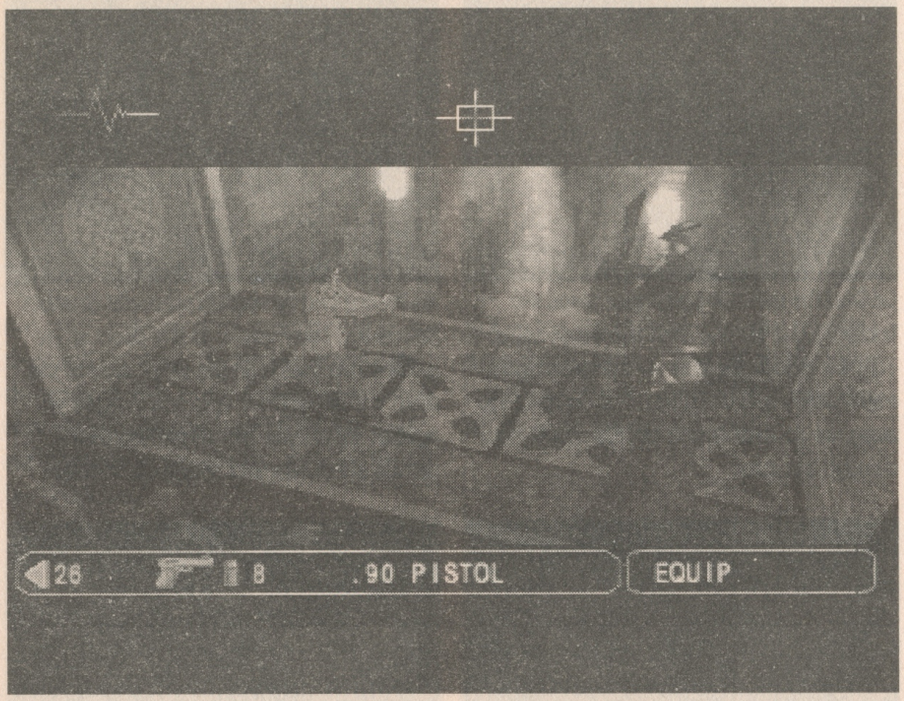
There are two terracotta warriors to shoot before you can make it to the door, so be quick. Once you're on the other side of the door, the far wall will spin and images will appear. When you can target the wall demon shoot him and dodge his missiles.

Pass through the opening when you win, and the ghost will warp you again. Pick up the jar at the far left of the screen. You'll meet the ghost of Wong Ling, who wants you to plead her case. Use the drum to summon the court.

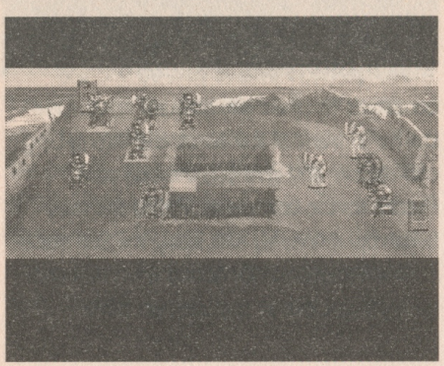


The judge won't believe you, so use the bandages to cover the statues' eyes. Use the jar in front of the court and Wong Ling can appear and give you the bull coin. Return to the coin panel. Press the sun, butterfly, moon, lily and lastly the bull coins. This will trigger a cut scene and you'll end up fighting Deke in rock demon form.

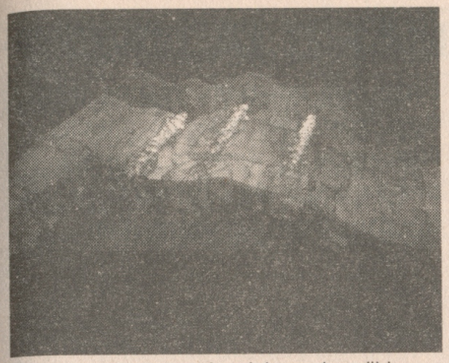
TEMPLE TRIALS



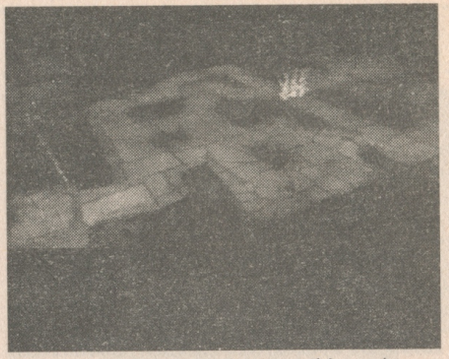
The action will cut to Glas. Enter the temple, killing the terracotta soldiers on the way in. You'll encounter the Emperor. Try to flee and Hana will appear. You'll end up in a room with two pictures. Choose the one on the left.



The key to winning these wargames isn't just power. Your weaker troops have more maneouverability than your hefty, slower ones. So when battle has worn out some of your troops, keep back a small warrior to sneak into enemy territory and capture the flag.

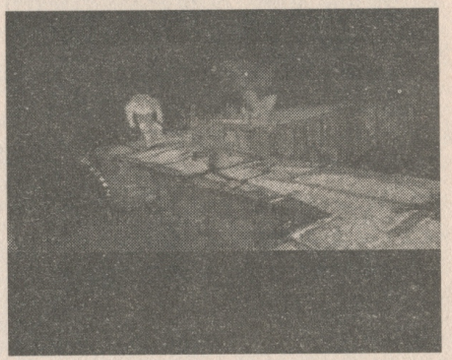


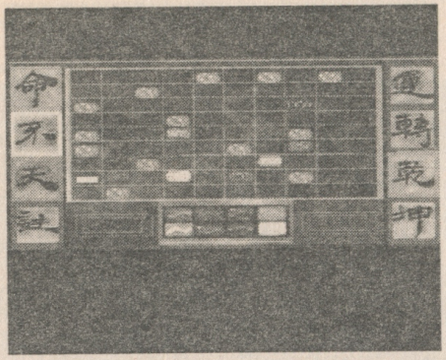
Take the picture on the right and you'll have to pass three fire spouts. It's just a matter of timing to get past them. Then the rock demon will appear, and you must race him round the path. Stay away from the edges and don't hit any corners to get through.



The next section contains unstable rocks at its centre, so take the rightmost path to get through. Race the falling rocks as you did with the rock demon, to reach a grid of fire-spouting holes. It's easier than it looks, as many of the holes never spout. Go straight ahead and watch their rhythm.

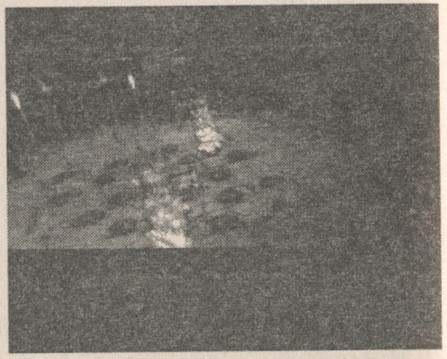
There's another bit of demon racing to get through, and then you'll be safe. Now Hana has to undergo trials as well. The window on the left will take you to another tricky puzzle. You have to slide the stones into the same coloured boxes at the bottom centre of the screen.





The sequence is: green left, green down, yellow right, red right, cyan left, blue left, orange right, cyan down, red down, yellow down, brown down, brown left, orange down, purple left, purple up, purple left, push the grey blocks in the way to the side, blue down, brown down,purple down.

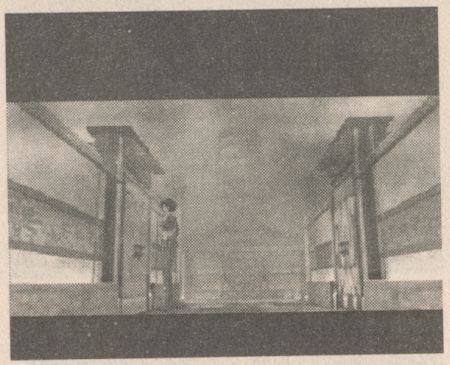
The death run for Hana is very similar to Glas' one. Go past the fire spouts and beat the rock demon, and you'll be in front of the unstable platforms. Just take the route straight ahead, to the other exit, similar to Glas' route.



Keep running as you reach the end because you'll have to beat the falling rocks. At the fire spouts, watch the timing of the middle spout and run over when it's not firing. On the boat, use the emperor's plaque on the chair and the vial of mercury at the prow of the boat.

PENGLAI SHAN ISLAND

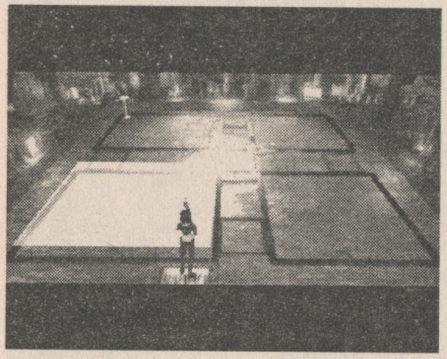
Hana must collect four bridge tiles to get across the water to the pagoda. There are two through each door to either side of the water entrance. Use the four tiles at the water's edge to bring up a convenient bridge.



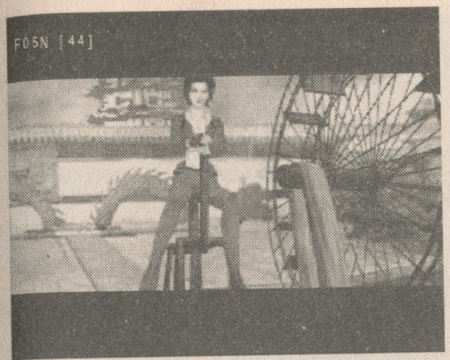
Enter the door to speak to a mysterious old woman. She'll give you a tiger and a dragon plaque. Cross back over the bridge to receive a fan and a digging tool. You need to collect crystal items now. Head to the fire area first, through the right hand door, and use the pad where you picked up the tile.

You'll be teleported away to the fire dimension where you can pick up the empty gourd. Teleport back and head over to the earth section, which is in the same area. Use the teleport pad here to reach the earth dimension, where you can use the digging tool to get the rock salt.

Now go to the water dimension and use the grinder there. Now you can use the salt you've ground to destroy the sea monsters and get the water crystal. Before you go, fill the empty gourd with salty water. It's time to go the gold dimension.

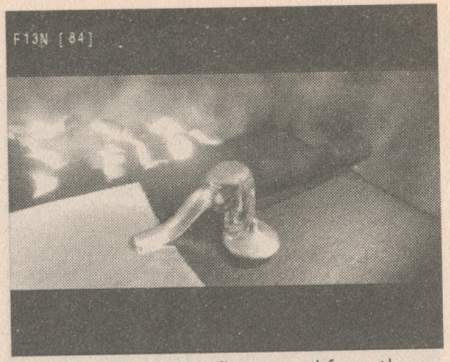


Use the salty water to form a bridge across to the four squares of gold that solidify and liquefy. Watch for their pattern, as there is only one way across to the top right hand square. Once you're there you can collect the gold crystal and the empty goblet.

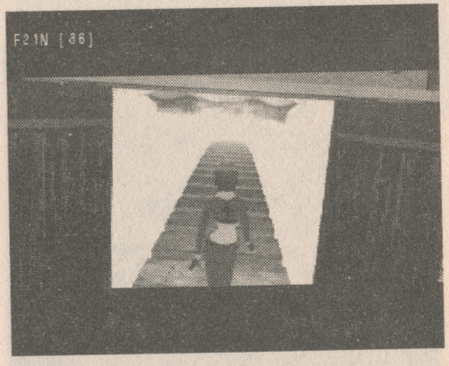


Teleport back to the water wheel on the grass area. Use the water wheel to purify the water, then return to the water dimension to pick up the fresh water in the gourd and the goblet. Now go back to the fire dimension and drink the water from the goblet while you're on the earth pad.

Shoot your way back to the earth dimension, and dig a hole with the digging tool. Plant the three crystals and water them with the gourd, and they'll grow into a wondrous tree that produces a diamond. Take it back across the bridge to where you met the old lady and use it to open the far door.

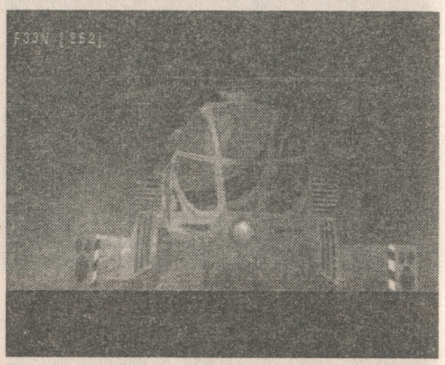


You can now get the fire crystal from the flame that glowed blue. Go back to where you found the gourd in the fire dimension, and melt the empty goblet on the furnace. Now use the broken digging tool on the furnace and you can repair it with the melted goblet.

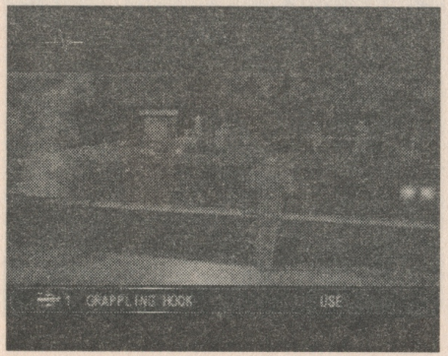


AFGHANISTAN

There are two soldiers around the giant robot in the hangar. Kill them and take the gate key from them. Through the door by the giant robot, there's an active robot. Run past its fire and quickly use the gate key to unlock the double doors.

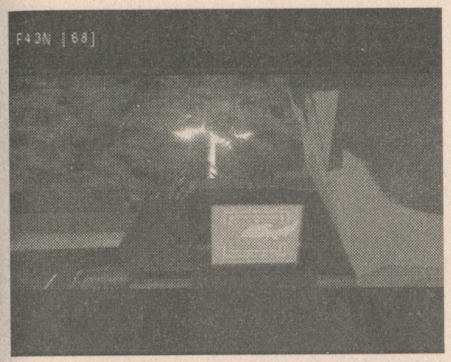


There's two more soldiers to kill on the other side. As you head out of the darkness, another giant robot will burst in. Shoot the barrels on the right hand side to blow it up. Take out two more soldiers on the rooftop.

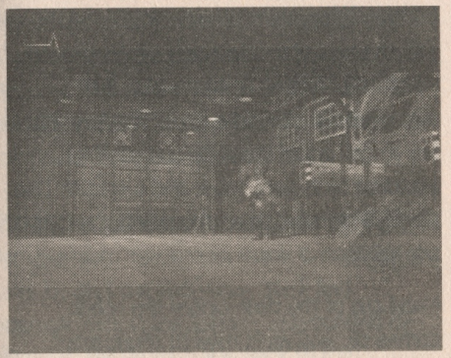


Use the grappling hook to cross the roof, and kill the three soldiers. Run to the far corner of the roof. From here you can jump across to the next rooftop. You need to reach the central fan, so edge between the front fans and wait for it to stop moving.

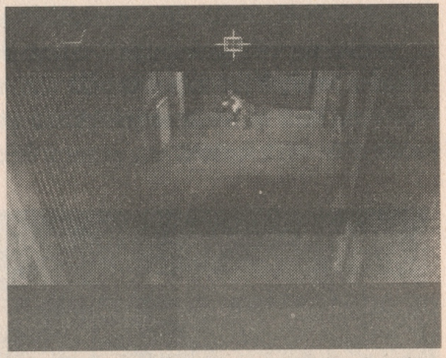
Stand on the central fan and use it to jump down. You'll find some C4 explosive. Step out of the door to get into a giant robot. Turn around and walk down the alley, where you'll be pursued by a flying vehicle.



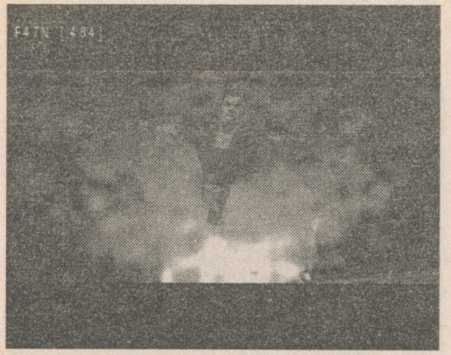
Keep to the right and keep moving. Eventually you'll end up on another rooftop. Get straight in the gun placement just by you, and you'll blow up the vehicle. When you arrive on the next rooftop, quickly exterminate the three guards and take the utility key.



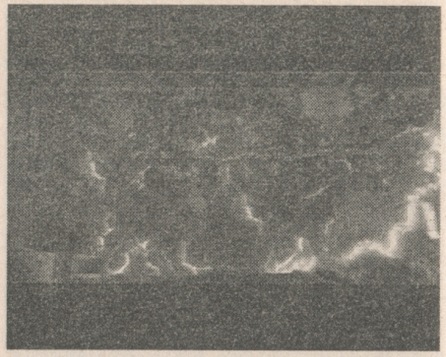
Go down the hatch in the corner of the roof and take out the single guard inside. He'll be carrying a crowbar which you can use to get to the lower level. There's another guard who needs killing, then three more back in the giant robot room.



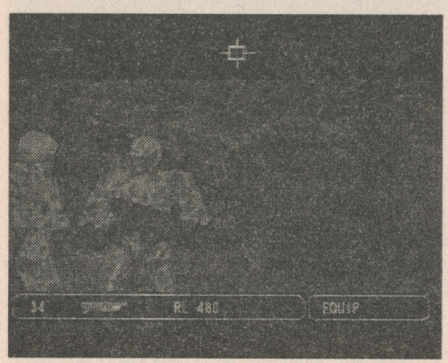
Use the gate key to go through the door by the giant robot again. There's no new robot out here, just a couple of soldiers. Go through the smashed entrance, kill the soldiers, and use your utility key to get into the door marked K.N.A.P.P.



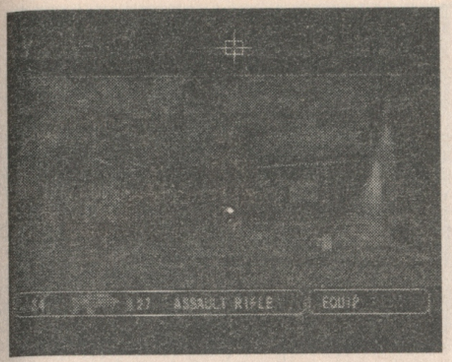
A guard will have his back to you when you enter, so he's easy to kill. Use the crowbar to go down the hatch and trigger the next cutscene, in which you trigger the C4 explosives. You'll be left stranded in the middle of an electric storm.



Watch for safe areas to step in between bursts. The pattern is very simple, as it's just the two alternate areas of the ground which are covered by electricity, then everywhere's covered with it. Use the gate key to get out of the door and you'll be attacked by a giant robot and a soldier. Use the EMP to shut down the robot, then shoot the soldier.

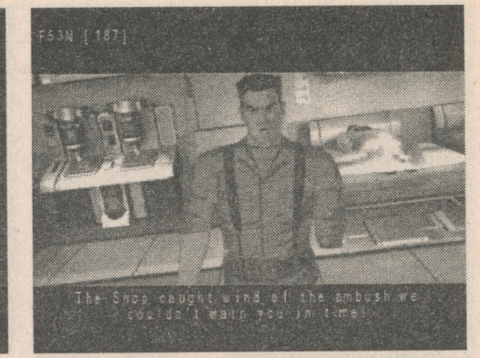


Head out of the door before the robot comes to, and you'll have to shoot more guards from behind. It's difficult because it's hard to see where you're aiming, so look for the green target indicator at the top of the screen.

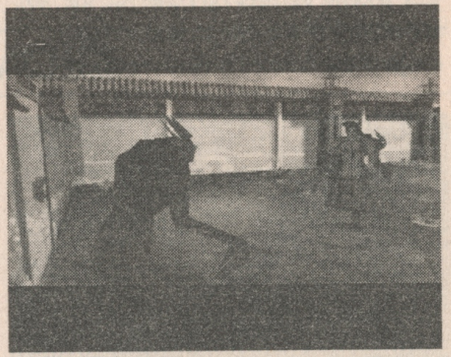


When the soldiers are dead, use your gate key on the chickenwire door to get through. There's three more soldiers to shoot in here, so make sure you've conserved enough ammo - the assault rifle or the shotgun's the most efficient choice.

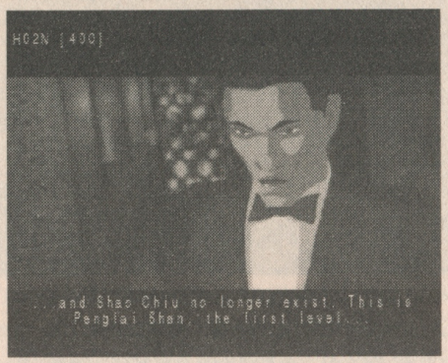
When the cut scene is over, make straight for your gun. You should reach it in plenty of time to deal the final blow. You'll find yourself back in the garden, surrounded by demons. Battle your way back to the gazebo, save and enter the pagoda.



Use the crowbar on the door with the light by it and you'll be in a lab. Go over to the other side of the room to find your friend on an operating table. When he's done, leave the lab the way you came in. You'll be confronted by your brother.



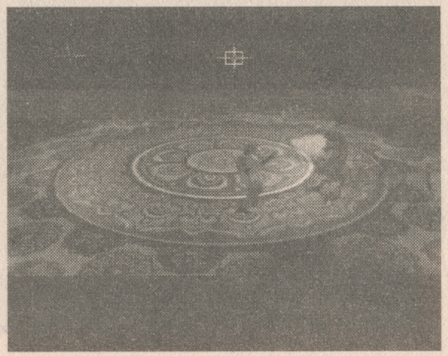
PAGODA



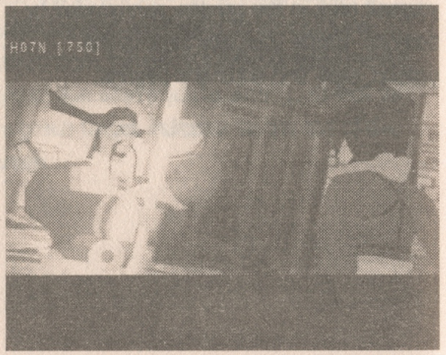
As Hana, use your bell to call up the first immortal in your quest for enlightenment. Follow the lead and press the correct sounding tiles to continue. As Glas, use your phoenix to meet Ho Hsien Ku, the next immortal. Roll the dice to land on the dragon's eye before Ho Hsien Ku does.

			finish				
3	X	X	X	8	X	X	X
	X	X			4	X	X
	2			X	X	X	7
6	X	X		X			
X	X	X	1			5	X
			start				

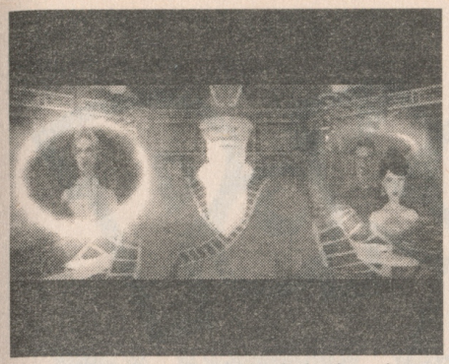
Use Hana's fan and Lan Tsai Ho will show up. The puzzle sees Hana walking over a set of tiles. We've marked the ones that will hurt so you can go over safely. The tapestries behind you show the sequence of symbols to touch, in the following order.



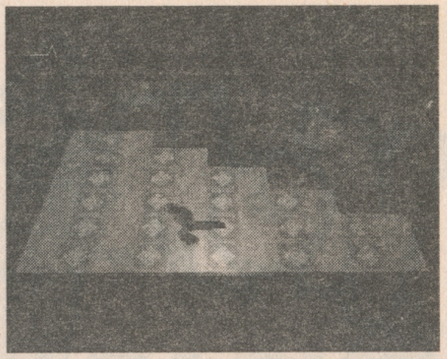
Han Hsiang Tzu will appear if Glas throws the paper doll into the void, and he'll be forced to deal with his demons - literally. Whether you choose between honour and loyalty, you'll be fighting a demon with your current weaponry.



Use your mirror and Chung Li Chuan will appear. When he attacks, hit him with your hands using the melee attack and you'll defeat him. As Glas, throw the bravery medal and Lu Tung Pin will appear, who will set you your greatest challenge - fighting yourself. Keep moving, and hope that you still have enough ammo left.

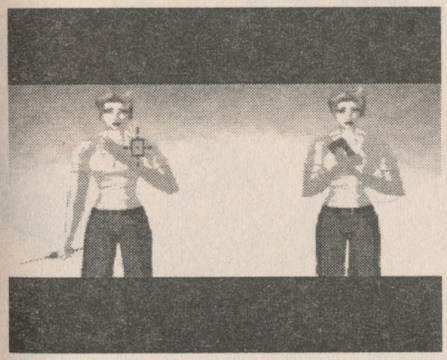


Hana must throw her hair pin in the mirror to meet the ghost, otherwise known as Li Tieh Kuai. If you don't want to fight, choose Rain and you'll go through. Choose your parents and you'll be face to face with a couple of demons which you'll have to destroy.

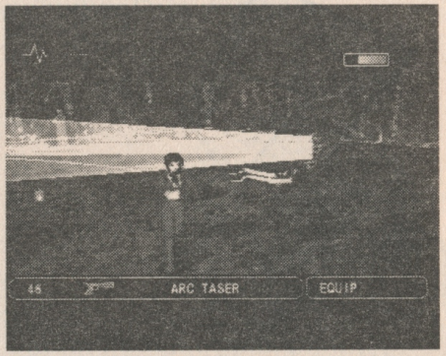


The peach is the last item Glas has, so throw it into the void and you'll summon up the genial Chang Kuo Lao. You'll have to walk though some tiles. One on each set will hurt you, but it's random as to which one. When you get through, you'll be off to the Genomic Void.

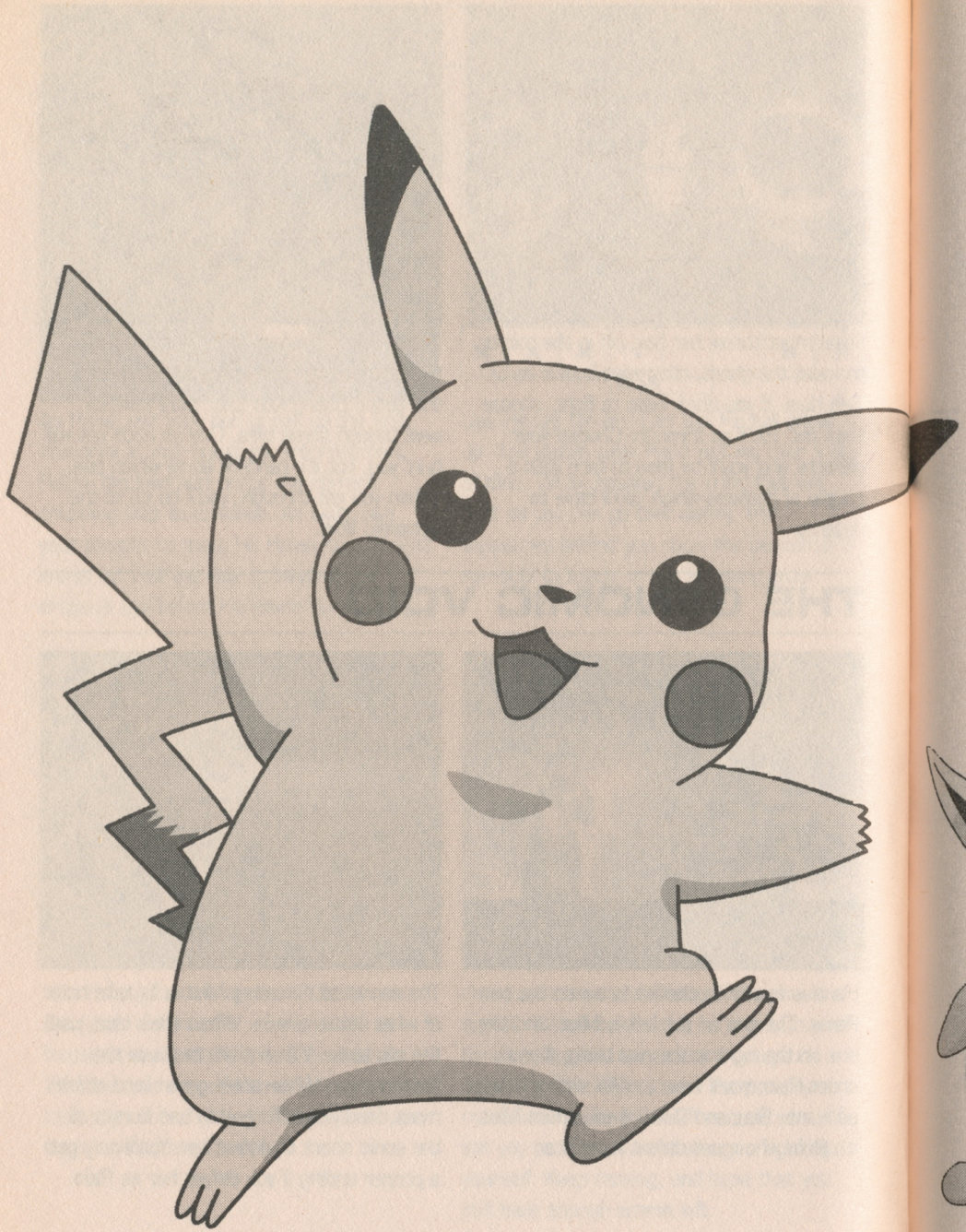
THE GENOMIC VOID



Hana is forced to choose between the two Rains. The one on the left is Mist, and the one on the right is the real thing. If you shoot Rain, you'll have to deal with the boss as Hana, Glas and Deke. If you shoot Mist, it's Rain who must defeat her sister.



The secret to defeating Mist is to take note of what colour she is. When she's blue, use the arc taser. When she's red, use the flamethower. When she's green (and at her most deadly), you'll need to use bursts of the sonic shock to defeat her. You'll only get a proper ending if you defeat her as Rain.



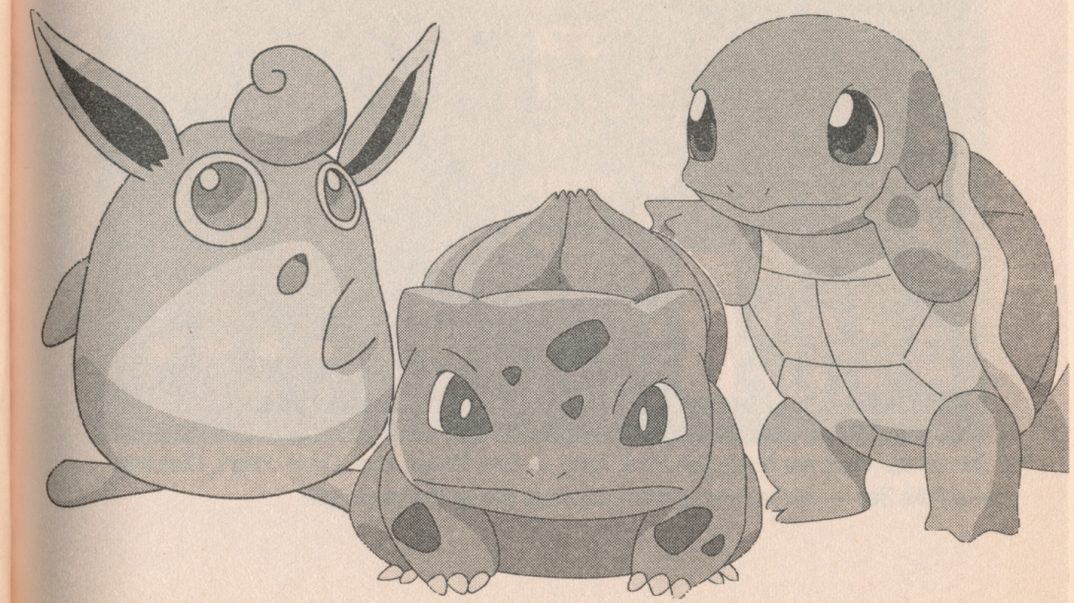
Pokémon™ PUZZLE LEAGUE

Forget trawling across Pokémon World searching for that elusive Mewtwo, here's a quick fix for all you Poké nuts out there.

Taking the basics from the smash hit Super NES title, Tetris Attack, Pokémon Puzzle League is an amazing new brain strain game.

Your super fast fingers will need to do the talking as you battle it out against adversaries good and bad to become Puzzle League champ.

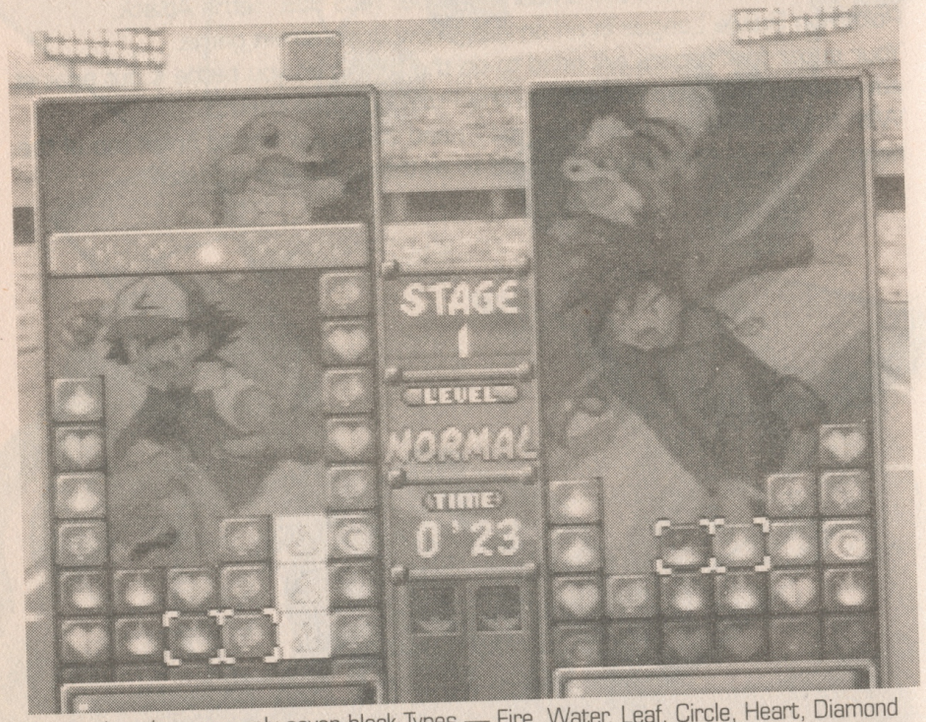
With hours of head to head fun you'll need some top tips to finish top of the heap, so here's CVG definitive guide to all things Poké and Puzzle...



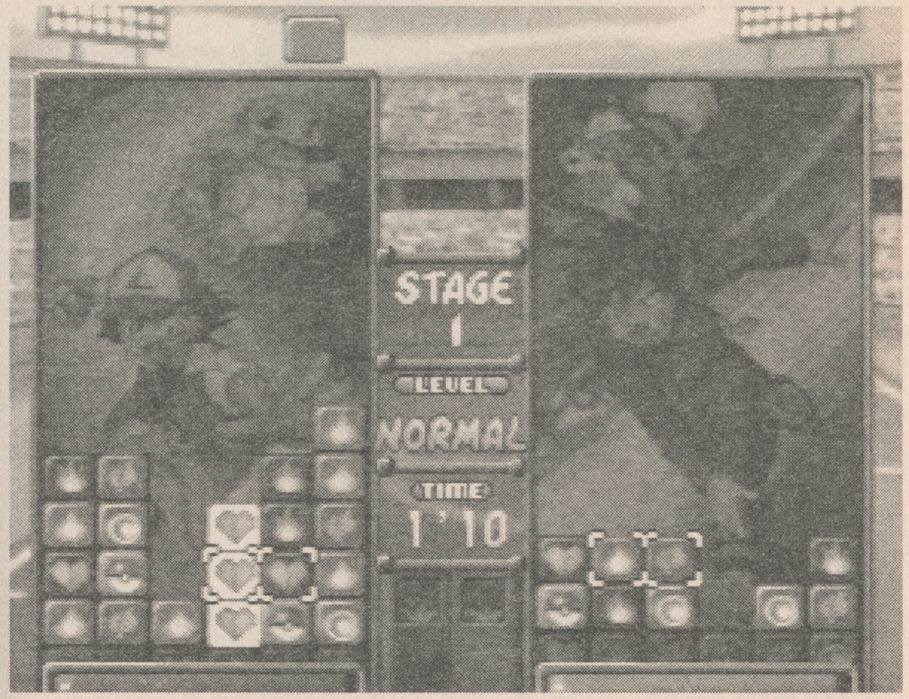
GENERAL TIPS

Even Puzzle League Masters have got to start somewhere y'know and with these basic tips you'll be off to a flier in more ways than one.

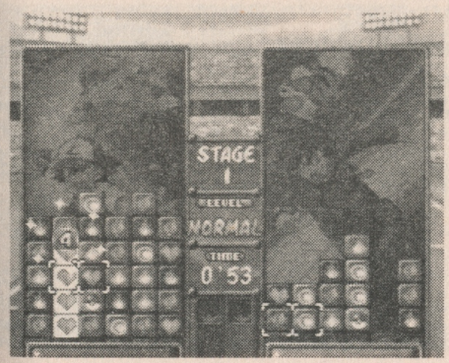
Before trying your luck, Mimic Mansion is a great place to learn the basics from Tracey and Marrill. Make sure you listen to their sound advice.



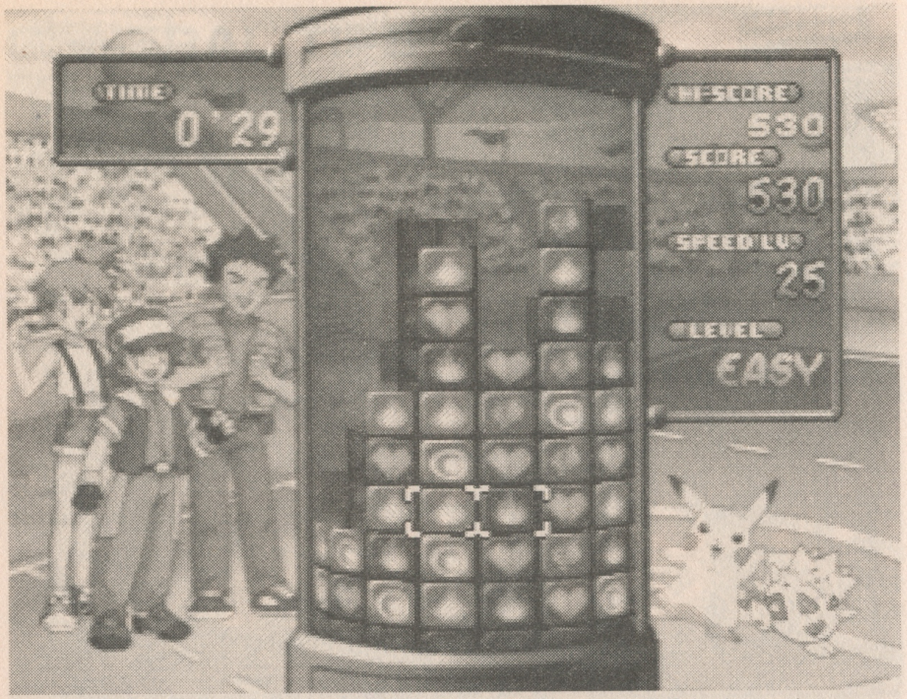
Remember there are only seven block Types — Fire, Water, Leaf, Circle, Heart, Diamond and Poké Ball — and to remove them you must join up the same Type.



To make the blocks disappear from your screen you've got to destroy three or more of the same Type.

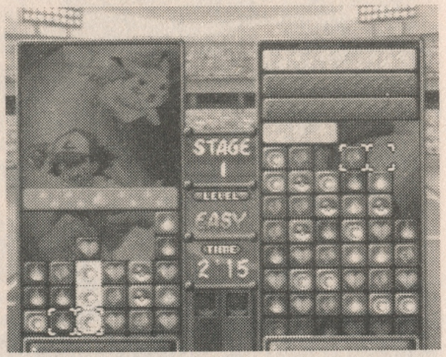


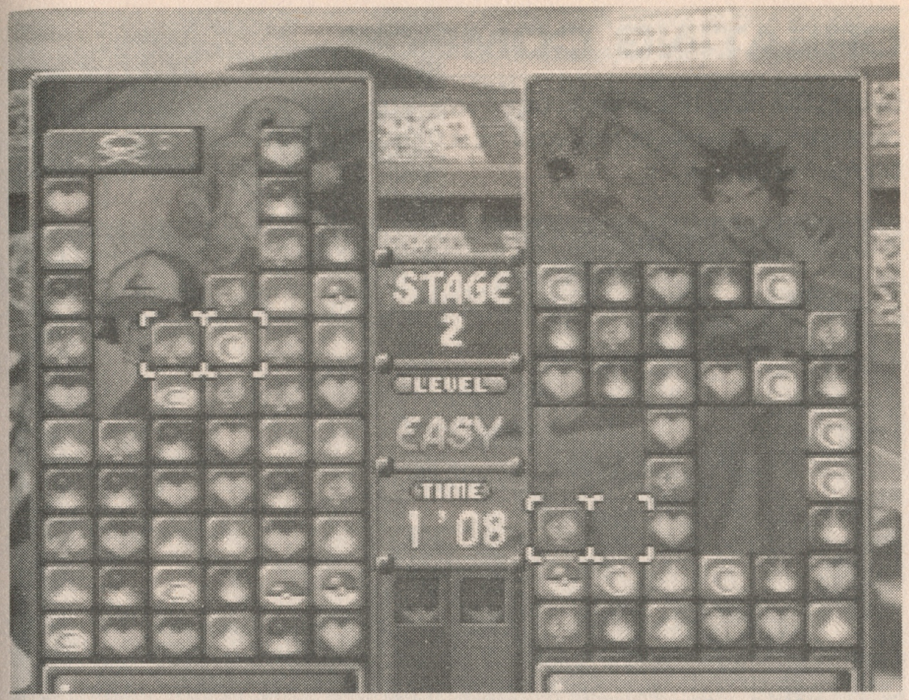
In order to dump trash on your opponent's screen, you must join up more than three of the same block type.



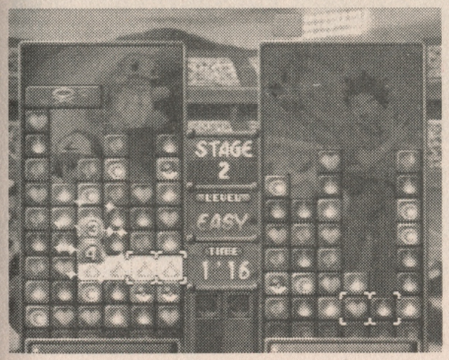
In 3D Marathon mode keep on eye on the column shadows behind. If they're getting too high, get round there and start eliminating blocks.

If your opponent is nearly beaten, hit R to scroll your screen up and give you more blocks to make a winning move.





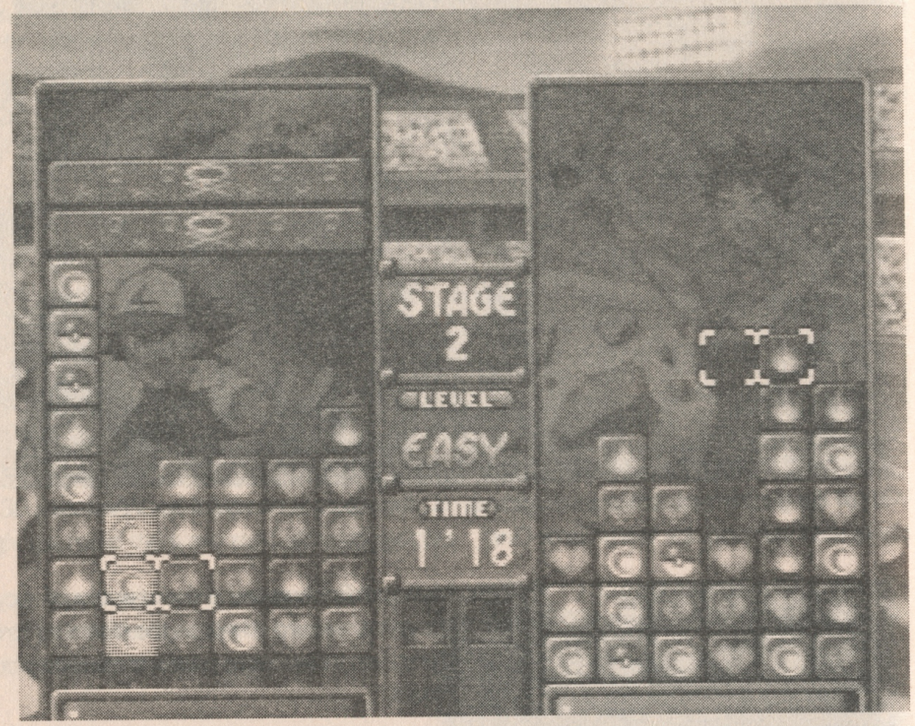
With all the mayhem on screen you might miss it when yours is nearly full up. When the blocks start pumping, it's nearly Game Over!



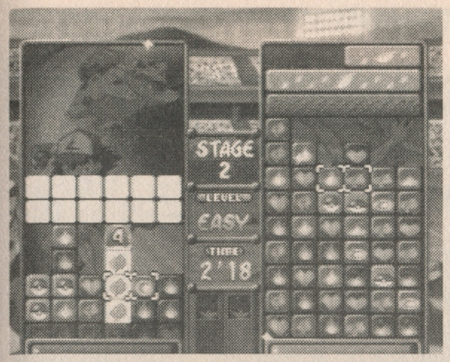
Making chain reactions is the main aim of the game, so keep an eye on the blocks as the screen moves up to create some classy moves.

CREATING COMBOS

Getting the hang of the game takes time, but to get the edge over the computer opponents at first you'll have to create some crafty combos of blocks. Here's how...



Remember to forget about making three block combos. Only use them when your screen is nearly full and you need to clear it fast.

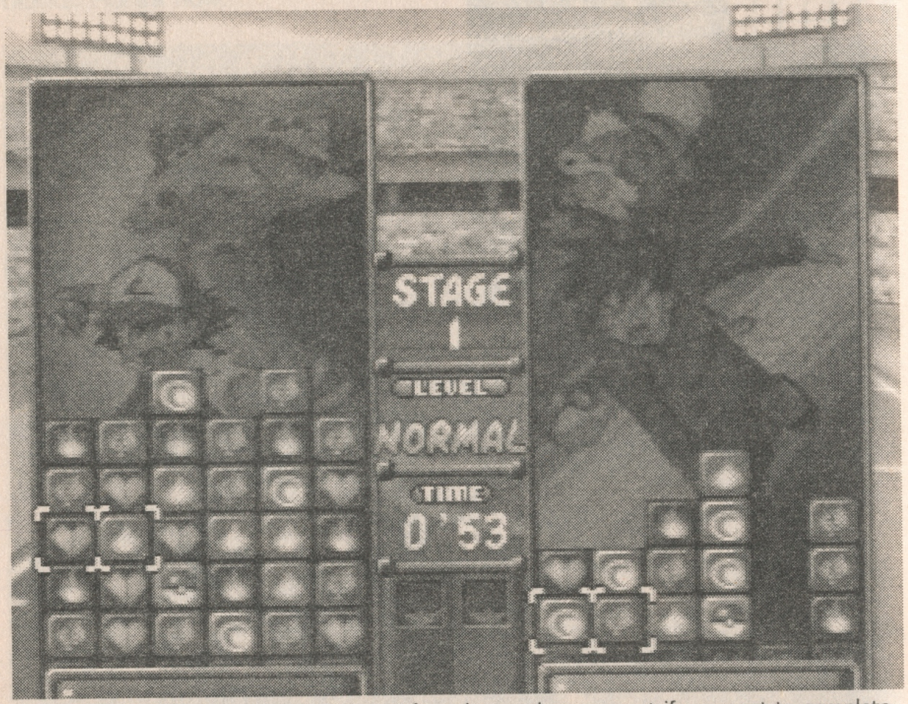


Only four block combos or more are your key to success, so use your eagle eye to scan the blocks and get shape shifting quickly.

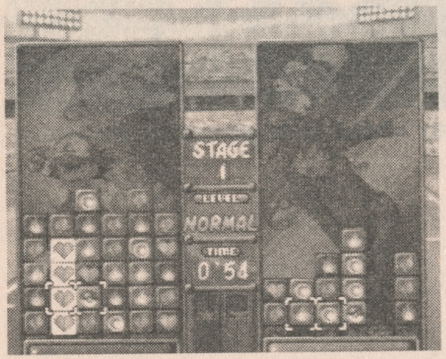
You'll get 10 points for each block you destroy and a bonus for bigger combos and chains, so create them big!

SKILL CHAINS

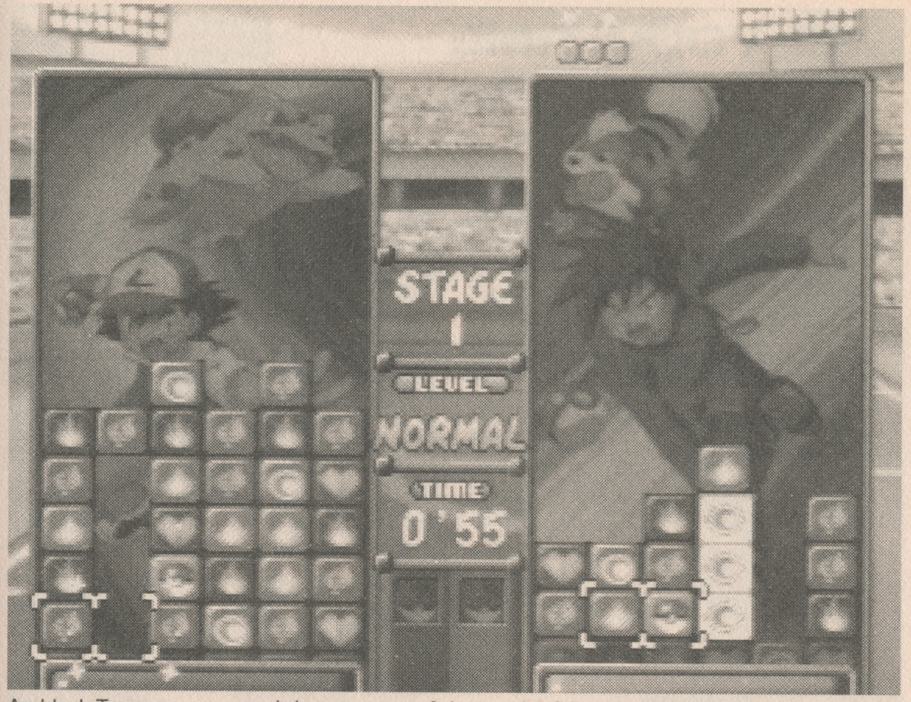
Creating combos is one thing, but to sort out the men from the boys you need to form some match winning Skill Chains.



To put it simply, chains are a sequence of combos and are a must if you want to complete the S Hard and V Hard difficulty settings.

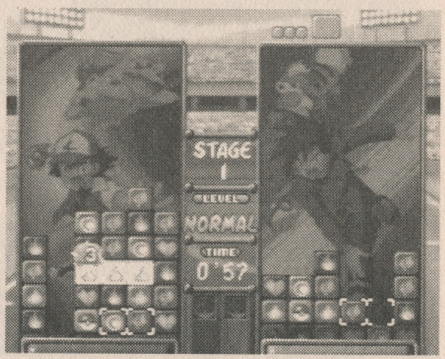


When you set up a top combo, make sure you've got block Types ready and waiting in place below for a wicked chain!



As block Types are removed those on top of the combo fall under gravity, so get ready to shift it!

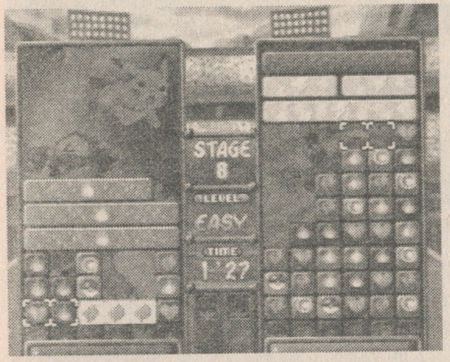
This is where you'll need to be fast on the buttons. As the block falls from above get ready to move those below into place.



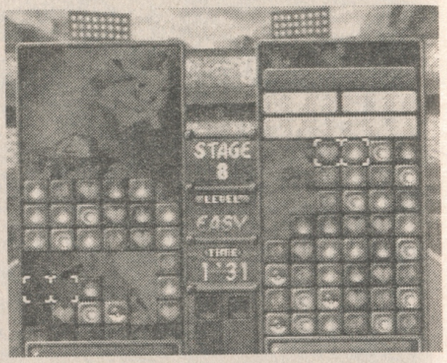
When it falls down there's no need to do anything as it sets off a chain reaction and dumps loads of trash on your opponent.

USE YOUR TIME

Getting valuable seconds will not only give you time to breathe, but will give you an opportunity to win the duel. Ah, the sweet smell of victory!

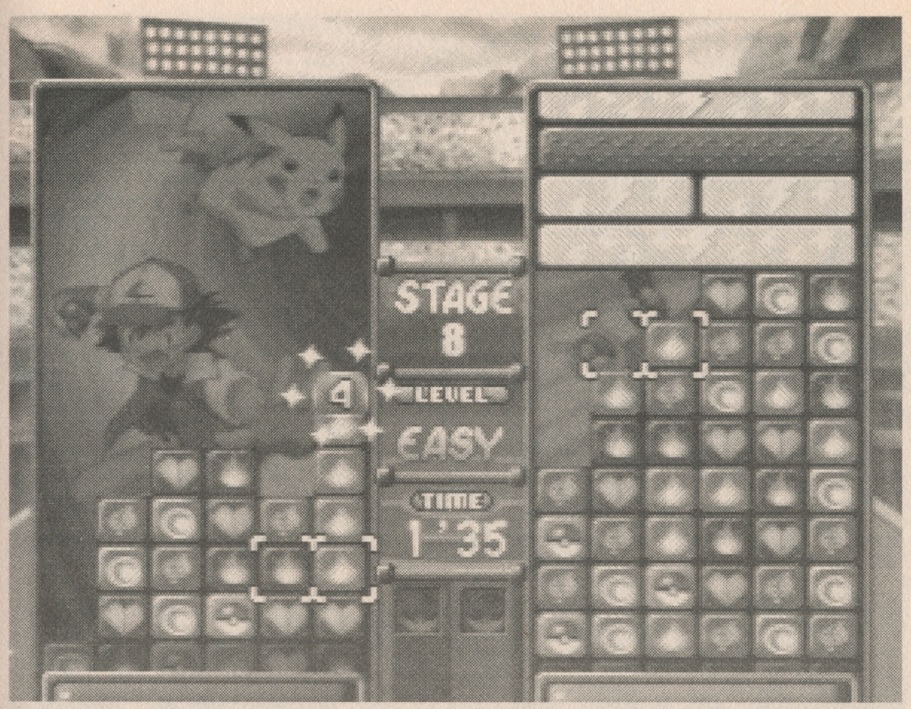


When you're nearly on the verge of defeat, start creating a ton of comboes and Skill Chains.



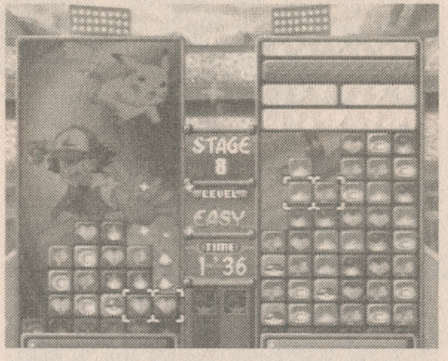
Now you can take your Poké puzzling buddy to the cleaners! Every time one is formed your screen will stop scrolling upwards.

Depending on the size of your comboes and the number of Skill Chains you'll get a longer pause which comes in mighty handy.



When the screen stops, it's your cue to form loads more combos and send a ton of trash onto your rival.

The quicker you are the more blocks you can remove, so get moving and watch your mate howl in terror!

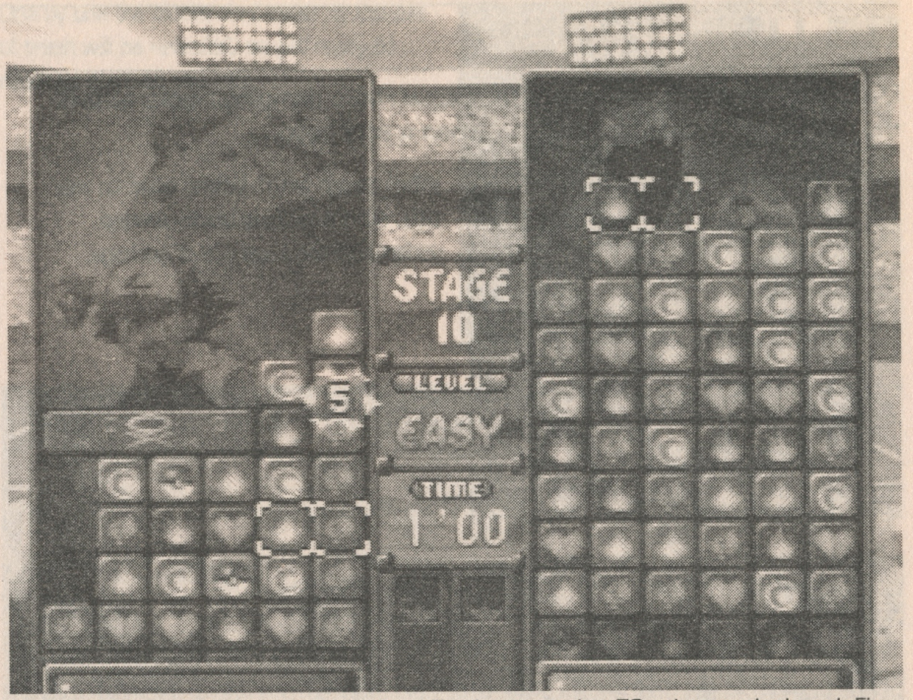


COMBO SCORES

As mentioned before you'll get 10 points for destroying a block, but to send your score into the stratosphere, you'll need to be creative.

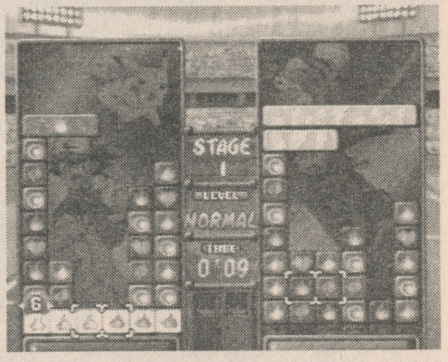
Combos and Skill Chains will bring some classy victories and you'll record some world class scores.

Basically, the higher the number of blocks in a combo the more points you'll get and the more Chains the better your tally.



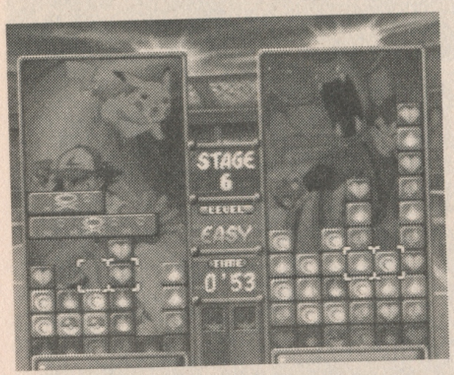
Basic four block combos are measly as you'll only get a paltry 70 points on the board. Five blocks and you'll be rewarded with 110 points.

By making six block combos your score will soar to 210 points. You'll then get an extra 50 points for each block you add to a combo.

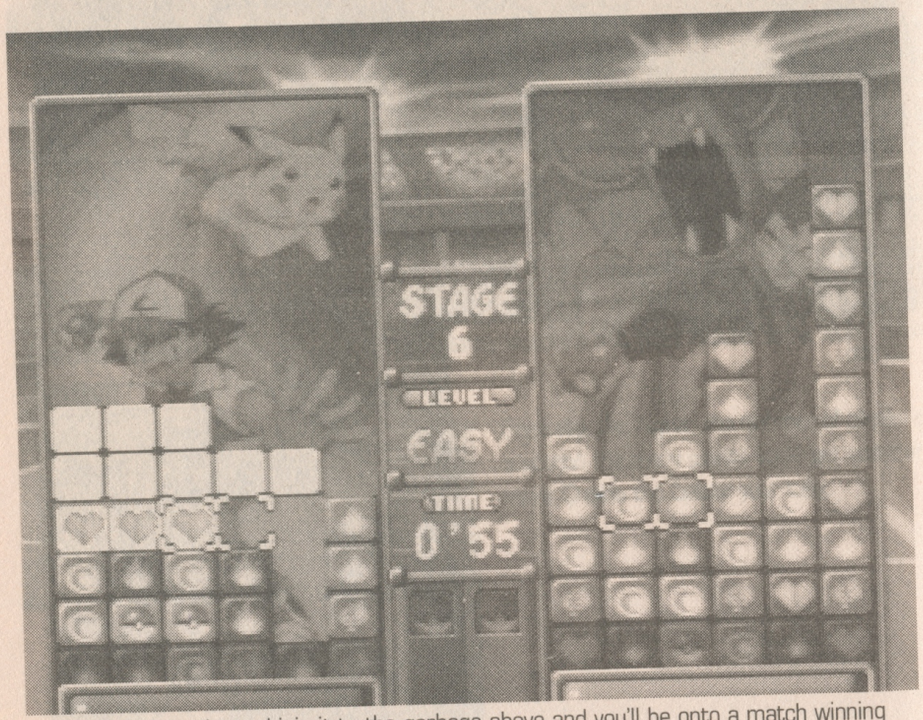


RE-USE TRASH

Don't get a sweat on if your Puzzle League rival's dumping blocks all over the place. Use these handy hints to keep a cool head...

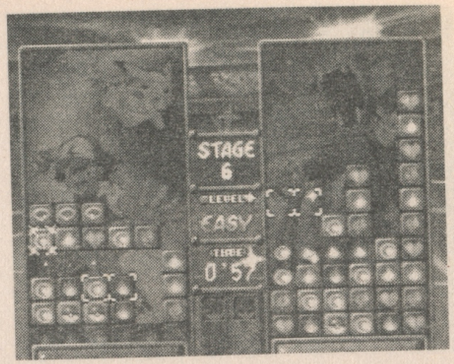


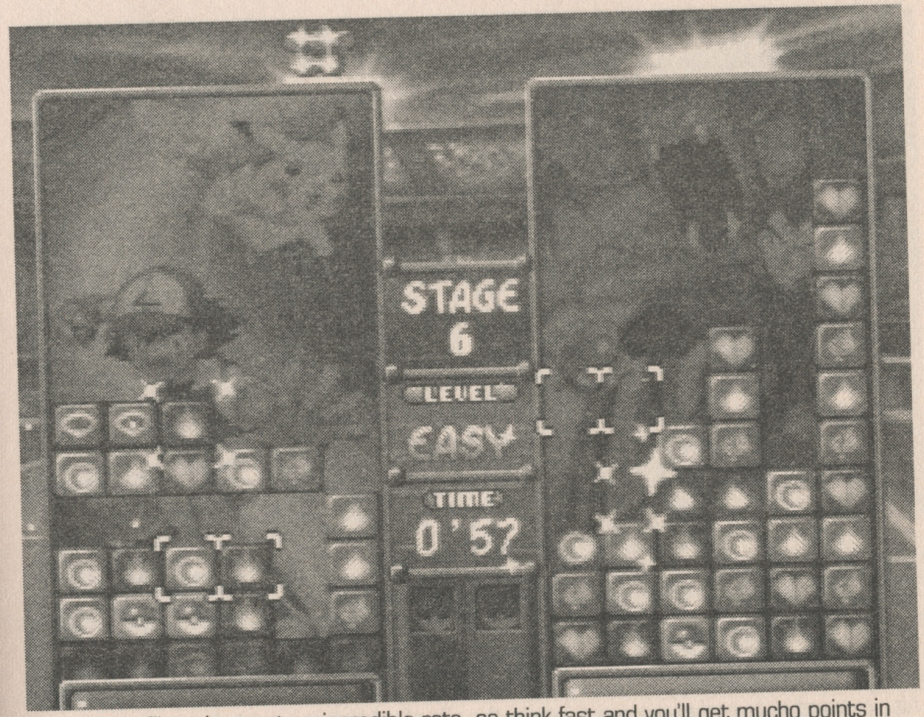
When things aren't looking good on your side, start switching blocks around underneath the huge pile of garbage.



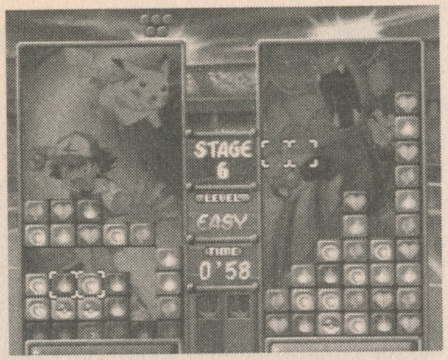
Just create a combo and join it to the garbage above and you'll be onto a match winning move.

One by one the blocks that make up the pile of trash will be revealed, so get ready to react as quick as you can.

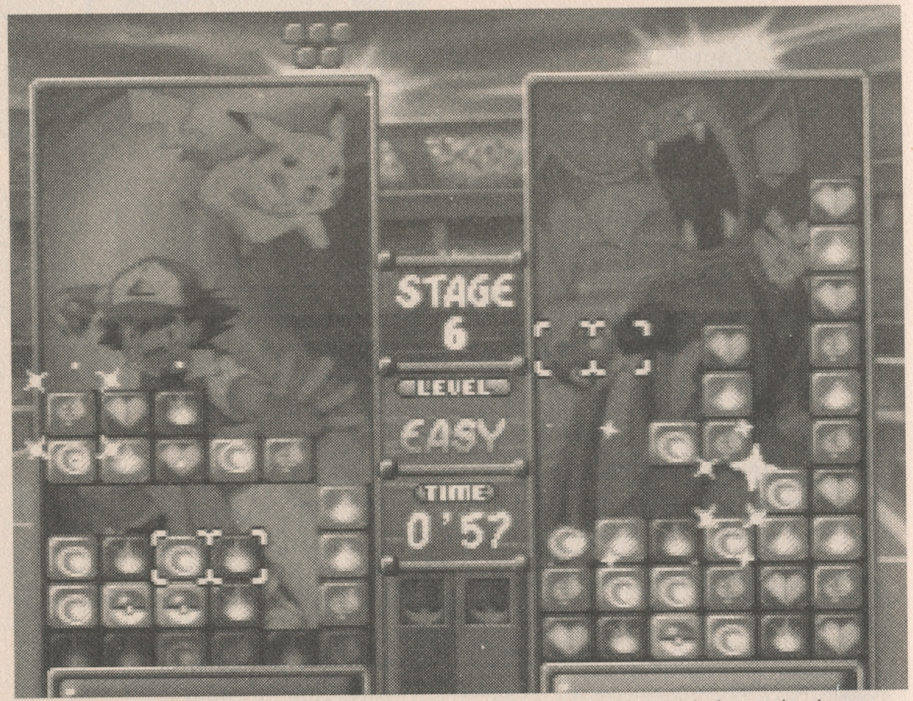




Each one is flipped over at an incredible rate, so think fast and you'll get mucho points in the bag.

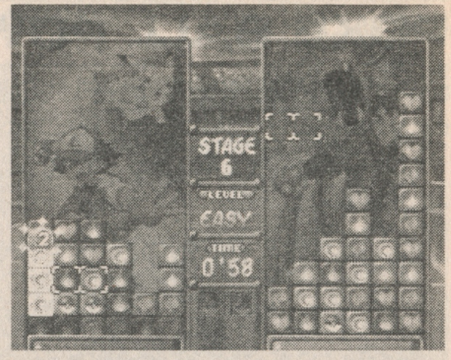


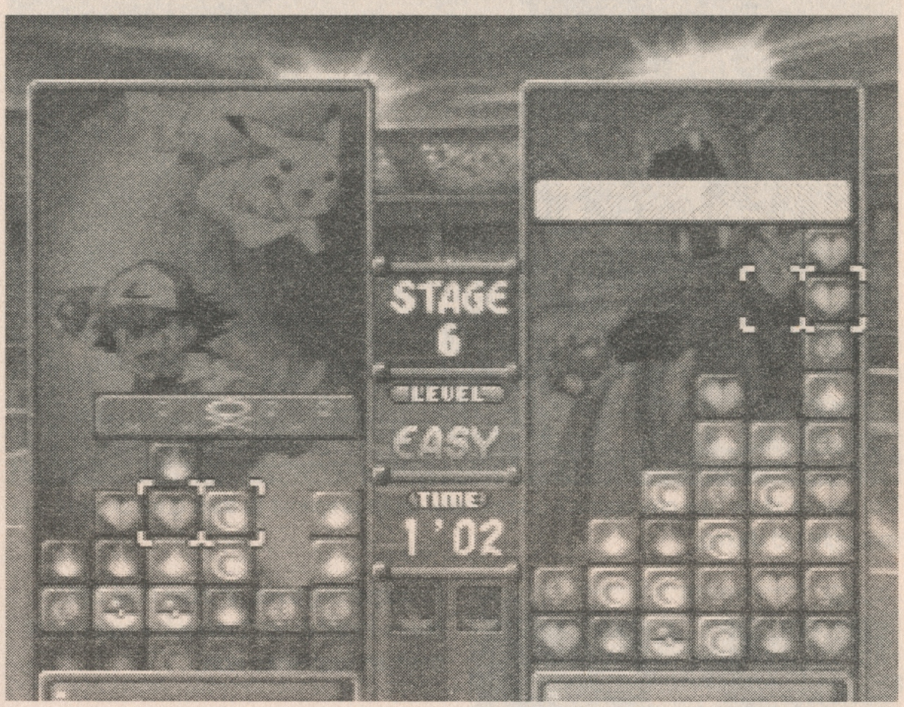
As they're revealed, you'll get a few seconds to shift block Types around below and match them up with those above.



Also remember to make your move before the pile of rubbish is revealed completely or you'll waste your opportunity.

Try and make sure you're setting up combos of more than four blocks to rack up a good score.

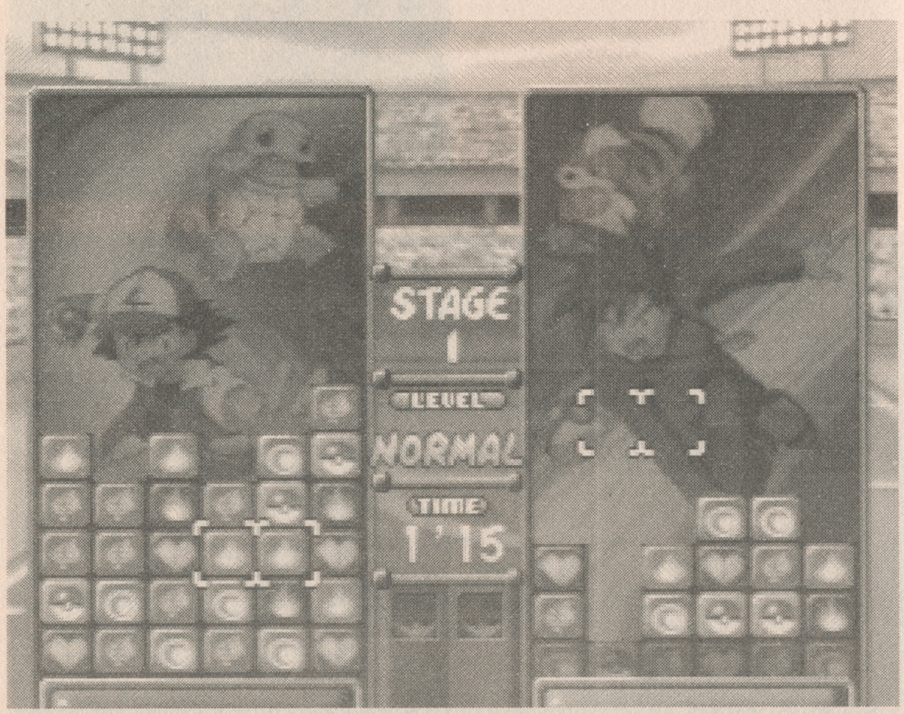




Now sit back and relish your moment as you send trash raining down on your opponent's side. Have some of that!

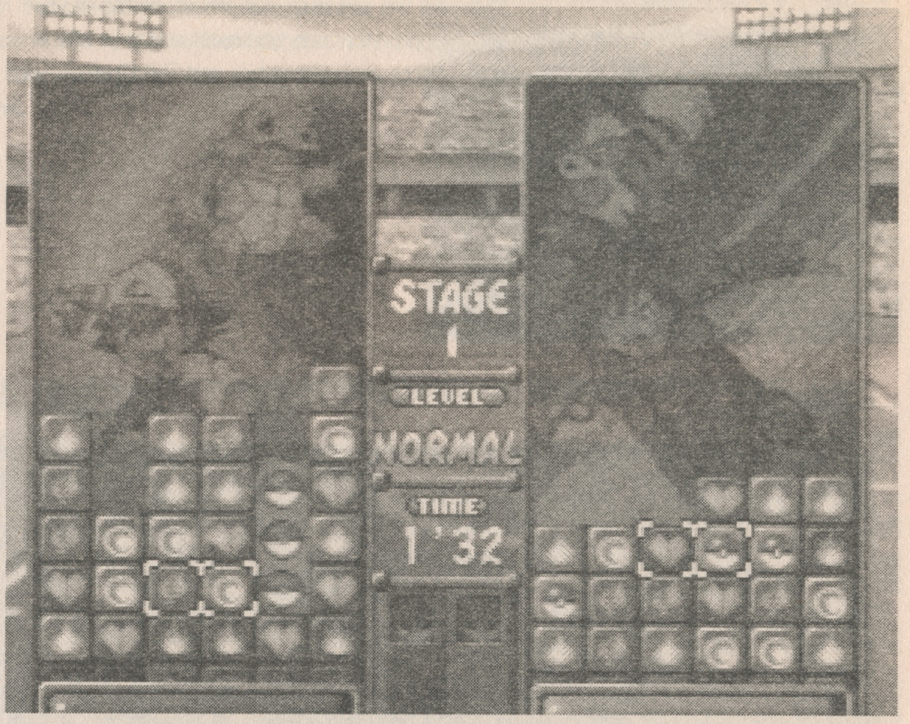
POKÉ BALL POWER

One of the most important block Types is the silver Poké Ball which appears randomly in the game. Check out these vital tips for glory...

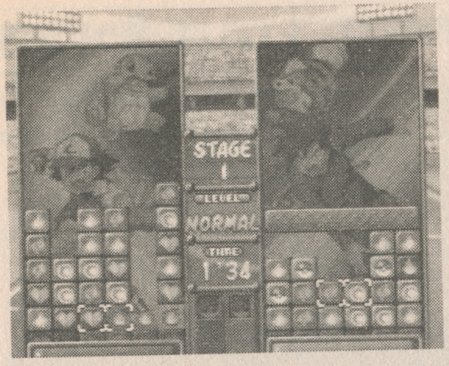


This special block Type only appears occasionally, so be prepared to think quick or you'll end up a right old chump.

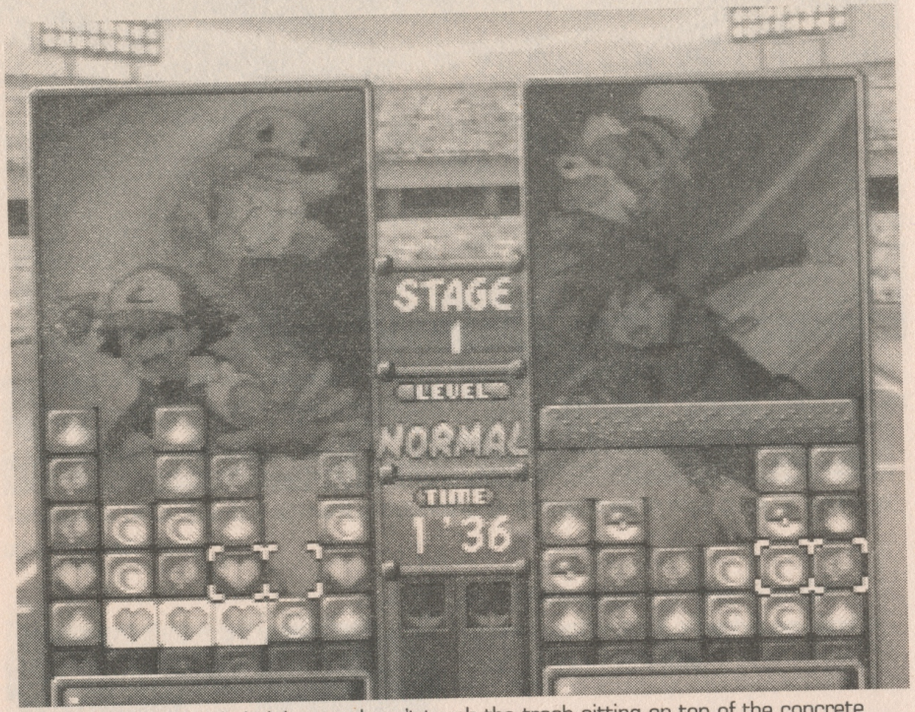
By connecting three or more Poké Ball blocks together you'll unleash a new kind of trash on your rival's side.



The difference this time though is that it's concrete and this makes for some pant wetting moments your opponent won't forget.

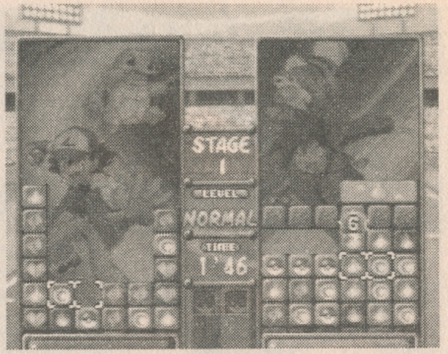


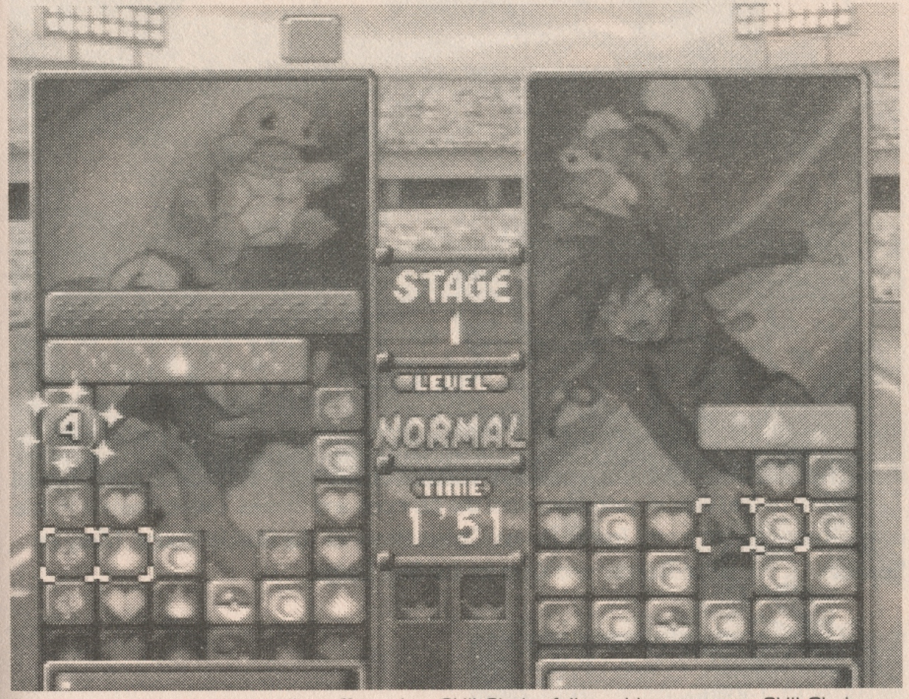
As the concrete sits proudly on top of your opponent's side, you must add to it with a succession of combos and Skill Chains.



Y'see your opponent is helpless and can't touch the trash sitting on top of the concrete block. Not, so clever now, eh?

Your rival can still connect combos to the concrete and reveal the blocks underneath, but they won't get anywhere near those above.

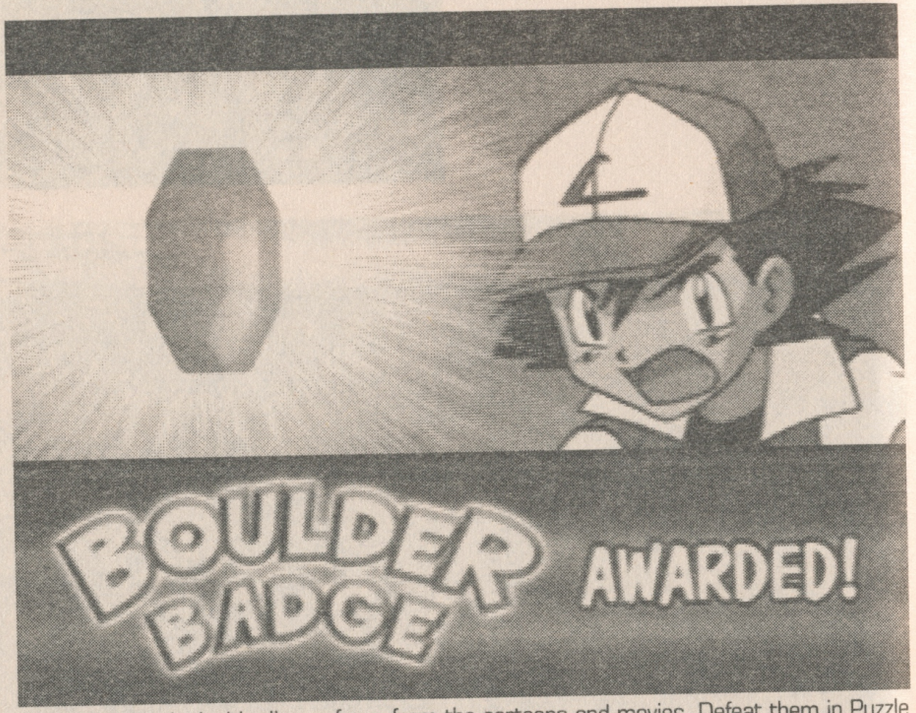




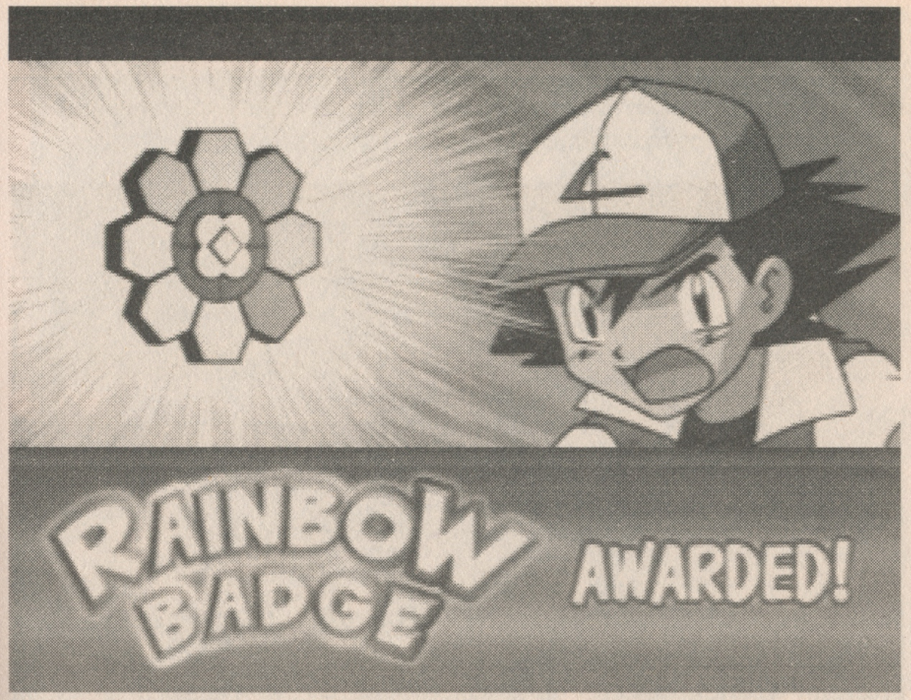
Seize the opportunity by rattling off another Skill Chain, followed by concrete, Skill Chain and so on to try and fill their screen.

MEDALS OF HONOUR

It's what every Pokémon nut case wants and they're yours if you get far in the game. Let's take a closer look and see how to get them...

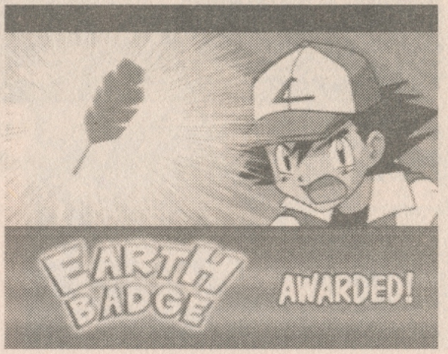


The game's packed with all your faves from the cartoons and movies. Defeat them in Puzzle League and you'll get a cool Trainer Badge. Defeat Brock for the Boulder Badge, Misty for Cascade, Lt. Surge for Thunder and Koga for the Soul Badge.



The Rainbow Badge awaits if you beat Erika, while defeating Sabrina gives you the Marsh Badge and Blaine will give you Volcano

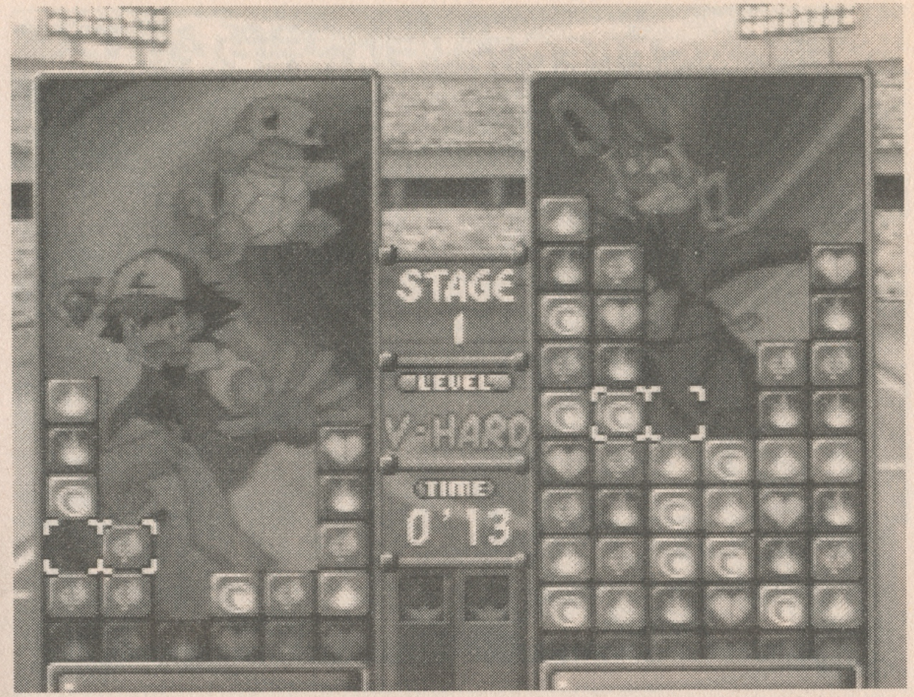
Finally, beat Giovanni for the Earth Badge and beating Ritchie, Lorelei and Bruno will reward you with an Elite Medal.



SECRET CODES

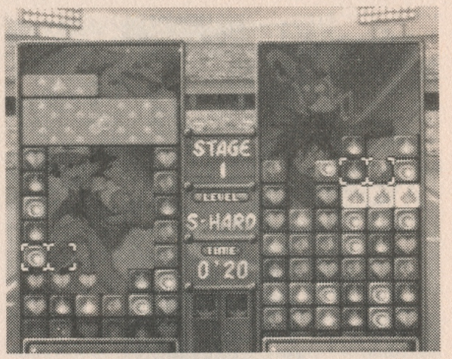
Pokémon Puzzle League is brimming with codes to enter and some are even based on Pokémon names. How cool is that!

Hold Z and press B, Up, L, B, A, Start, A, Up, R on the two player select screen to fight the mega powerful Mewtwo. Don't be scared!

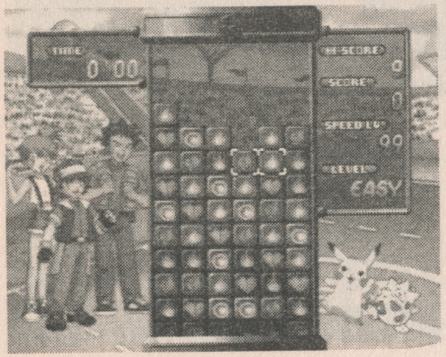


For V Hard level go to the difficulty select screen in one player mode. Hold Z and press L, L, A and B for a cool shortcut.

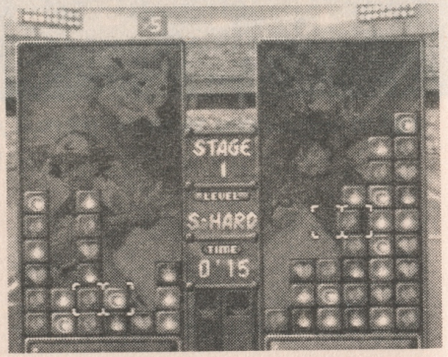
To open the S Hard level, just hold Z and press R, L, A and B on the difficulty select screen. You'll need to be red hot though!



To unlock the hidden Trainers, just hold Z, L and R on both controllers at the same time on the two player select screen.



If you want the game speed turned up to a whopping 99 on Speed Marathon, hold Z and press B, A, L and L. Don't blink or you'll miss those blocks!

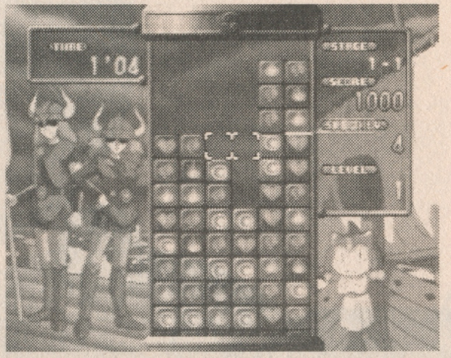


Our final code unlocks all difficulties and puzzles. On the title screen, hold Z and press A, B, R, A twice. If it works you'll hear a chime.

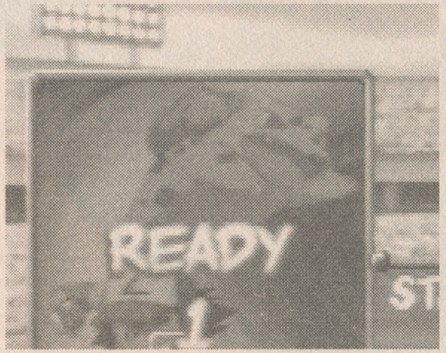
EXTRA SECRETS

Nintendo don't do things by halves y'know and there are even some cool things to mess around with in Pokémon Puzzle League.

Every time you perform a Skill Chain or combo you'll make Jigglypuff sing. The bigger they are the longer it will sing.



Even if you look finished, keep rattling off as many combos and Chains as you can. The delay means you can halve the number in seconds.



Before each battle you'll get a few seconds to view your grid. Use it get off on the winning foot by working out a top opening strategy.

ISS 2

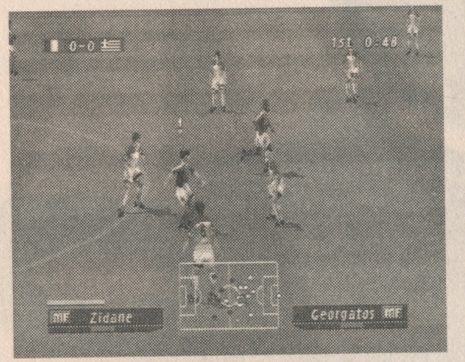
iss pro evolution

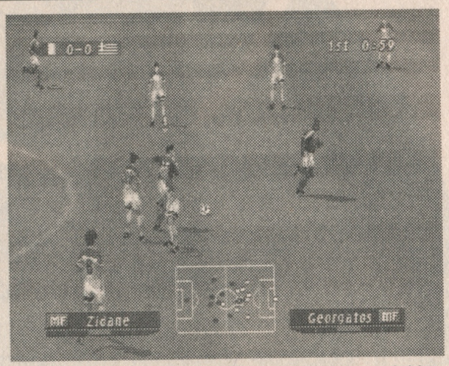
Welcome to the most comprehensive guide available to the best footy game you can buy. Over the course of the next 30 pages, we're going to teach you the skills you need to be a amazing ISS player. We'll also share the secrets of success for the tough Master League mode, and show you show to beat the top six teams in the game. Are you ready to be the best?

SKILLS

ISS Evolution 2 isn't a game where continuously doing tricks is the best way to win. There are precious few to master, and it's only by throwing them in at the right time do you gain any sort of advantage whatsoever.

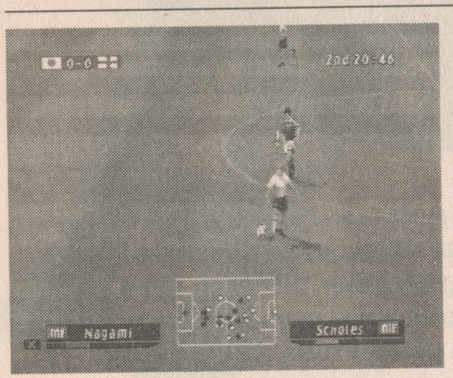
THE FEINT





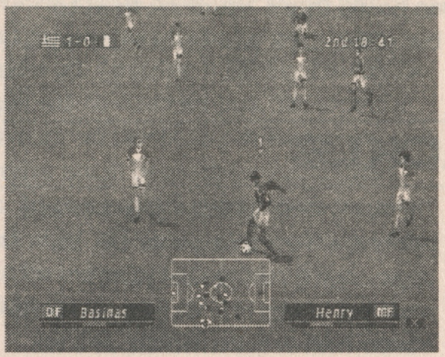
The easiest way to do the feint is to press square with the top of your thumb, then quickly rock the bottom of your thumb back onto X. Practice it in training. The primary use is to go around a keeper, but you can also use it to beat defenders. You can only use this trick if you are in the attacking half of the field. Also, if you use the trick immediately when you receive the ball to feet with a defender at your back, you'll turn instantly and make room to play the ball.

THE DUMMY



Tapping R1 just as the ball is rolling towards you (without having touched any other button) will cause your player will step over the ball and let it run through his legs. This is useful for stepping over passes and letting them roll to a better-placed player. The computer teams especially fall for the dummy. You can use it to fashion a scoring chance too: play the ball to a striker's feet with his back to goal, tap R1 and he'll let the ball run and turn quickly. The defender won't react quickly, leaving you a free run in on goal.

THE STEP-OVER



Repeatedly tapping L1 whilst in possession makes your player start stepping over the ball with both feet. It's the most pointless trick in the game though, because every time you use it a skilled opponent will simply steam in with a tackle and dispossess you. It will let you turn slightly more sharply, but only the CPU teams fall for it.

THE KNOCK AHEAD

If you double tap the joypad in the direction you're running with the ball you'll knock it slightly further ahead of you. If you're annoyed at how quickly defenders catch even your quickest players, it's because you aren't using this trick. Whilst chasing a knock on, players revert to their normal running speed, rather than the slightly slower dribbling pace.

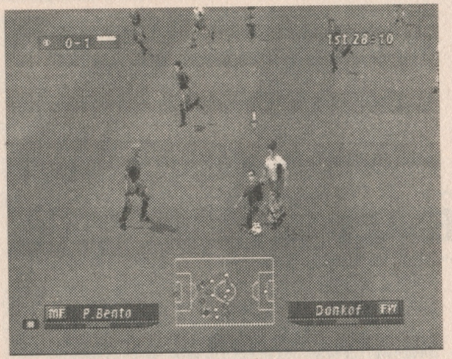
THE LOFTED THROUGH PASS

Not a trick as such, but certainly a misused move. A lofted through pass moves more slowly than a pass along the ground, and so is not interchangeable for putting a striker in on goal. Use it for setting wingers free, chipping over defenders heads diagonally out to the wings. A gentle lofted through pass gives defenders a problem as the ball comes to them at a difficult height. The extra touch they take to control the ball is your cue to nip in and tackle then for a free run at goal.

DEFENDING

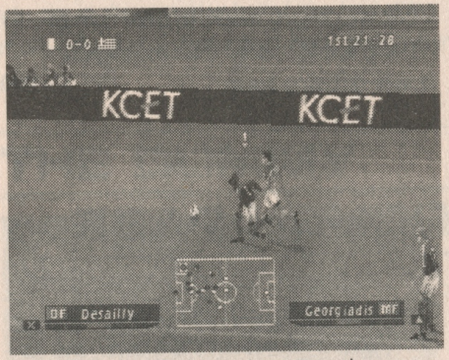
It's easier to stop goals in ISS Evo 2 than score them. You don't have to worry about the keeper all that much, but make sure your defenders don't give away chances.

THE SLIDING TACKLE



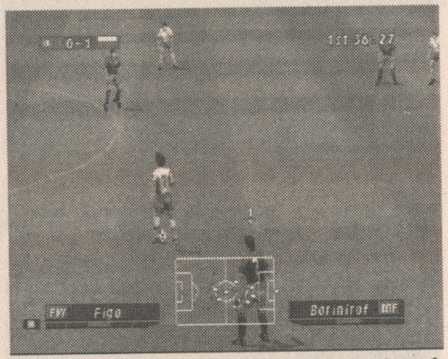
The sliding tackle should only be used as a last resort. If you don't get the ball, the player is going past you and you're powerless to stop him. It's best used to hit a player head on in the midfield, as it lets you start a quick break. Never tackle directly from behind- try to run alongside a player and slide at an angle.

STRENGTH



Defenders usually have the strength to shove strikers off the ball. Chase after the player in possession, get alongside him, and then cut across his path. The striker will stumble, and you'll come away with the ball. Once you've won the ball, don't hang around. Play it away quickly with the square button if there isn't a pass on. That way you won't get caught in possession

GET PASSES



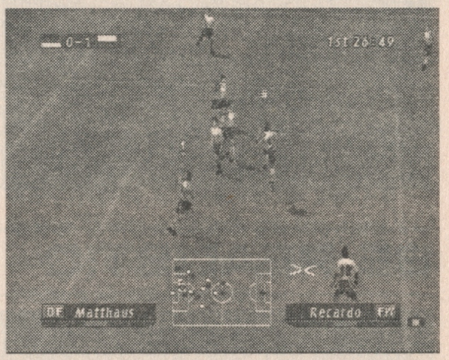
When attempting to break down a series of passes, hold the pad towards the opposition goal and hold run and X. This gives your players a good chance to run in and cut out cross field passes, and holding X tells your defender to track the player on the ball closely.

DRAW THE KEEPER OUT

Holding Triangle brings your keeper rushing out to claim the ball. It's the only chance you've got if a striker is bearing down on the goal with no defenders back. The second a through ball pierces your defence, your keeper should be on his way out to collect it. An advanced skill is drawing the keeper out whilst still manoeuvring a defender back so the keeper is the secondary line of defence.

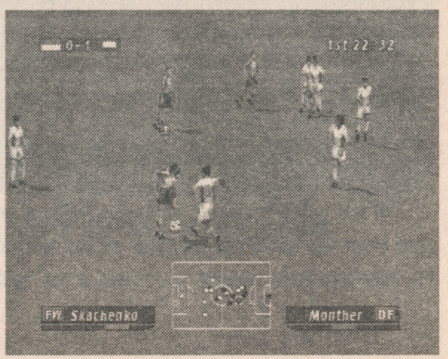
DEFENSIVE HEADERS

The golden rule when defending an incoming cross is to assume you're going to win the ball. There aren't many strikers that consistently outjump tall centre backs, so as the ball comes in don't panic. Hold the circle or square button and point the pad away from your goal.



THE STANDING TACKLE

Hold X to close down a player, and when you meet him head on tap square to perform a standing tackle and walk away with the ball. You should constantly be using the R1 button to cycle between players to make sure you've got control of the player most likely to be able to make a tackle.



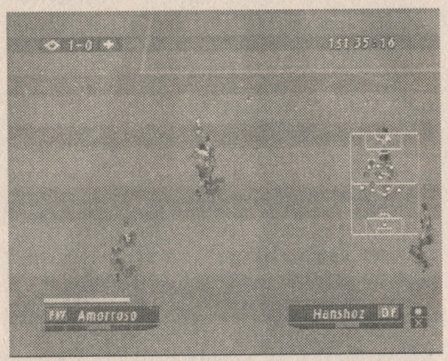
SCORING GOALS AND PENALTIES

The beauty of ISS is that you can score a goal from just about anywhere. It's not like FIFA where there are a number of formula goals you can consistently bang-in, but there are a few tricks we can teach you to improve your chances of hitting the back of the net.

KNOW THE GOAL AREA

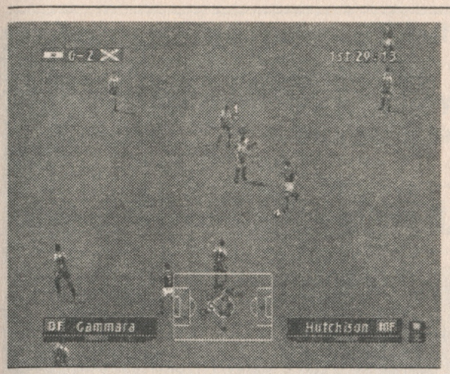
Simply holding shoot in the direction you're running will see you hit the ball straight at the keeper. If you hold straight up as you shoot you'll aim for the right-hand corner of the goal. Up right aims for right side of the goal with less chance that you'll shoot wide. Holding down aims for the left corner and so on. It's more likely than a player with weak shooting skills will blast wide if you hold straight up or straight down

BE REALISTIC



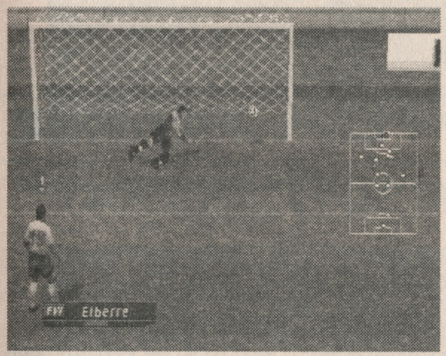
You're not going to score from the halfway line. There is no point punting one towards the goal from 40 yards out because all you're doing is gifting possession back to the opposition. Be realistic about where you shoot from, with the edge of the box your outer limit.

WATCH THE SCANNER



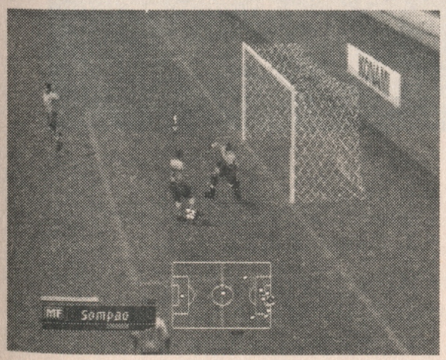
The biggest obstacle to you scoring a goal is obviously the goal keeper. The GK's best weapon in ISS Evo 2 is the ability to come sprinting out of the goal. With this in mind, you should always have one eye on the scanner at the bottom of the screen. It's obvious on the scanner if the goalie is rushing out, giving you time to compose yourself to go past him. If the first you know about him rushing at you is when he appears in the screen you won't have time to trick by him.

ONE ON ONE: TECHNIQUE 1



Find yourself in a one-on-one situation with the goal keeper, and it's very easy to panic and mess it up. Run into the penalty area straight on, give the shoot button a little tap then hold steer to the pad at the up or down diagonal to guide the ball past the keeper. Timing is critical, you can make it easier by easing off the run button and shooting at walking speed.

ONE ON ONE TECHNIQUE 2

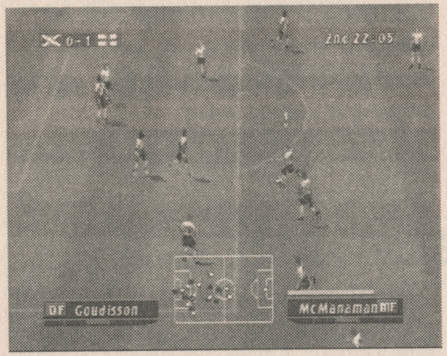


Holding square and then quickly stabbing the X button makes your player feint to the side. You can use this to quickly turn away from an onrushing keeper. You need to do it just as he's diving right on top of you. You turn aside, and then a quick stab of square will roll the ball into an empty net.

SHOOTING ACROSS THE GOAL

If you're running in diagonally towards the goal, do not try to shoot across the keeper. Most times the ball will go wide for a goal kick. You give yourself a better chance of scoring if you straighten out your run so that you're running parallel to the goal before shooting for the far corner by holding straight up or straight down on the pad. A quick stab of the shoot button will roll the ball beyond the keeper.

SHOOTING FROM LONG RANGE

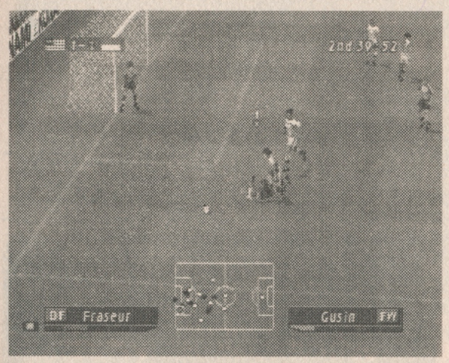


As with free kicks, the golden rule with Evo 2 is to hit long range shots at approximately 3/4 power. Any more and you'll clear the bar, and less and you're going to scuff it harmlessly along the ground. There's no point in shooting through a crowded penalty area, but if you've got a got a clear sight of goal and you go for corners, the keeper will struggle to hold the shot at the very least. Be poised for a rebound.

PENALTY KICKS

Stepping up to the spot in ISS is the clearest chance you'll get to score a goal. But if you're a bit canny, you can make sure you get more than your fair share of spot kicks. And give yourself the best possible chance to bury one when the ref blows his whistle.

EARNING PENALTIES



If a goal keeper brings you down in the area, it's a pen. You can make this so much more likely if you throw him a feint by pressing square and then quickly tapping x before releasing square. You can also turn away from the keeper so he hits the back of your legs. The same principles work for incoming defenders.

TAKING THE PENALTY

Every one of the eight d-pad directions will aim the ball at a different part of the goal. Holding straight forward hits it high and straight, whilst down and left picks out the lower left hand corner. Make sure you hold a direction BEFORE you squeeze the shoot button, otherwise the kick goes straight.

HOW TO GUARANTEE SUCCESS

You've got to cheat. A sly glance at your mate's hands will tell you where he's going to dive, or kick the ball if he is the taker. Be subtle about it though: if you get rumbled he's likely to counter by holding the pad under his leg or something. Then you're back down to luck.

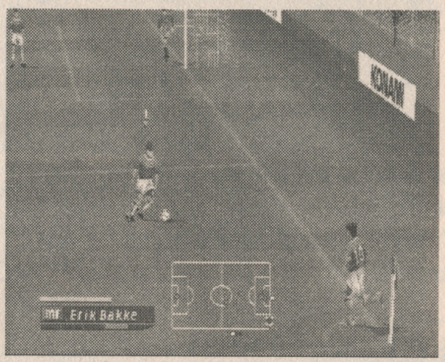
PENALTY TIPS

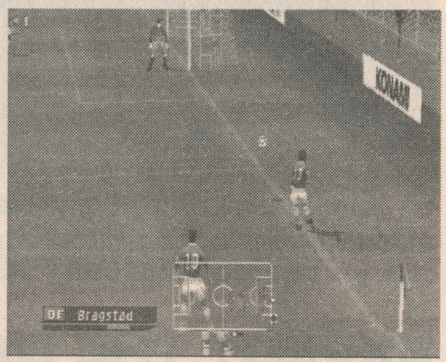
Don't hold the shoot button down too long, as you're more likely to sky it. Right-footed players (they stand to the left of the ball during their run-up) are slightly more likely to miss if they aim at the left side of the goal (and vice versa). Don't try anything fancy with defenders: they don't have the shooting skill to pick out the corners.

CORNER KICKS

Hit them right, and corner kicks can be a very good chance to score a goal. There is no set kick that guarantees a goal, but you can give yourself a better chance by following these tips

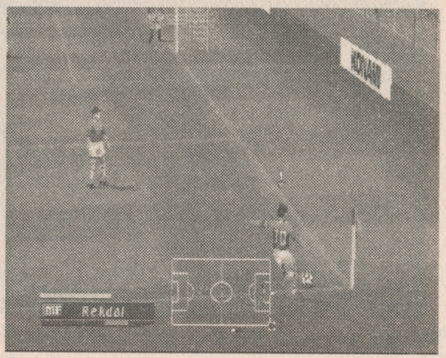
THE SHORT CORNER

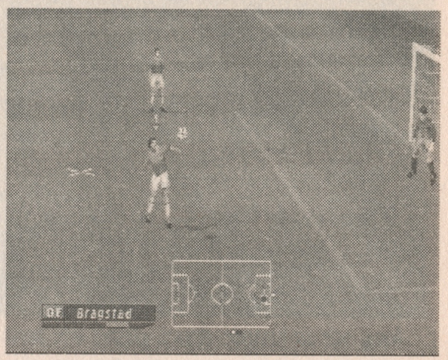




There's always a man stood close by the corner flag ready to receive the ball into feet. Trouble is, a tap of the X button to give him the ball tells your opponent what you've done and he'll run in to tackle. Take advantage of that: feint as soon as you receive the ball, you beat the defender and have a much better angle for the cross.

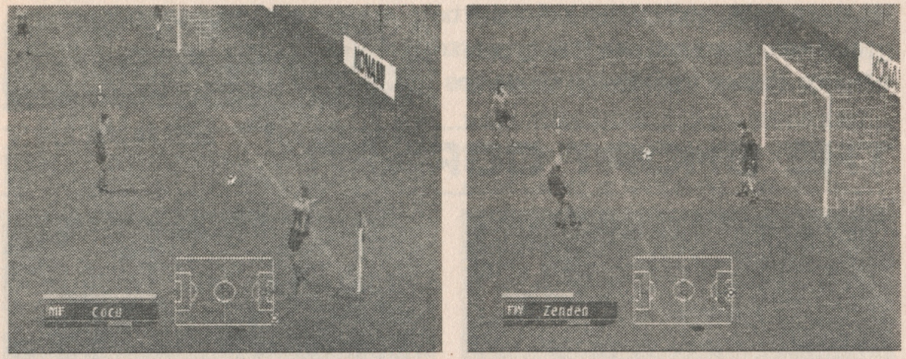
THE LONG CORNER





Aim for the edge of the six yard box - just far enough out that the keeper can't come out and catch the ball. Put about 3/4 power on the ball, and hold up and diagonally left or right. This puts additional whip on the ball, and gives your strikers a better chance of getting to it first.

THE LOW CORNER



Holding a down diagonal whilst striking a corner launches the ball into the box hard and low. Throw it in occasionally and your opponent won't be expecting it. If it hits a defender it'll be going too fast to control and bounce off. Then you pounce for the rebound. If your player gets there first, hit it full blooded first time.

EXPECT THE BALL

You can't react to headers for corners. You've got to expect to win the header and prepare. Run your striker up or down to give him a yard on a defender, then hold square and a direction whilst the ball in flight. That way if you win the header, you score. If not, hold run and point the d-pad towards the goal and hope one of your players runs on to the clearance.

FREE KICKS

There's nothing more annoying in ISS than getting hacked down on the edge of the box, and your mate not even getting yellow card for it. Making free kicks count in ISS Evolution 2 is tricky, but with a bit of practice you can be cracking them into the net on a regular basis.

EXPERT FREE KICK TAKERS

BECKHAM (ENGLAND)

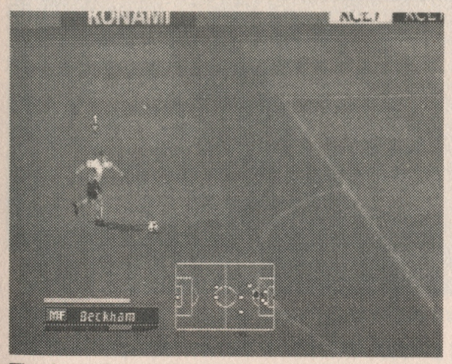
RECOBA (URUGUAY)

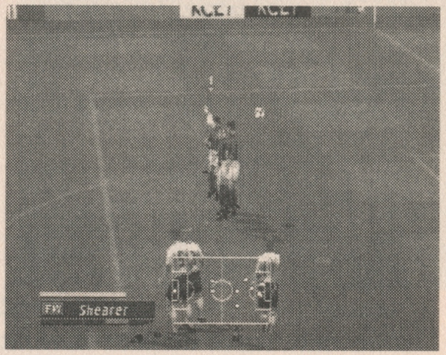
ZIDANE (FRANCE)

DEL PIERO (ITALY)

RIVALDO (BRAZIL)

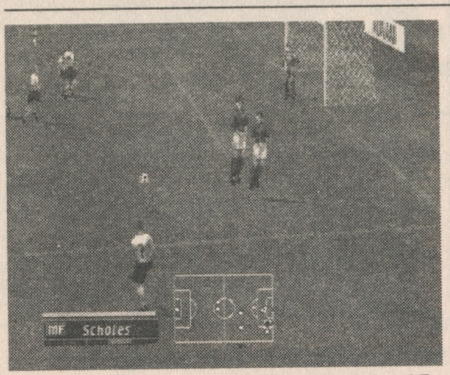
SCORING DIRECTLY FROM FREE KICKS

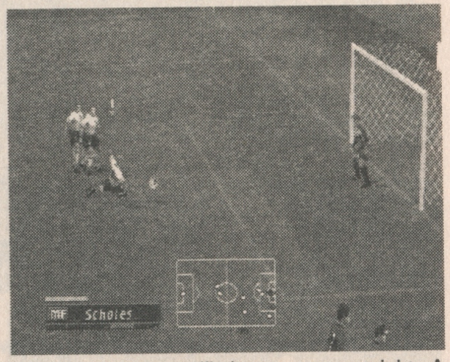




The best free kicks to score from are the one's that are pretty much central to the goal. Align your player so he's aiming to kick the ball over the defensive wall and into the side not guarded by the keeper. Strike the ball at 3/4 power using the Square, and hold down on the pad. If you got the power right, the ball clears the wall and comes back down under the crossbar.

SCORING INDIRECTLY FROM FREEKICKS

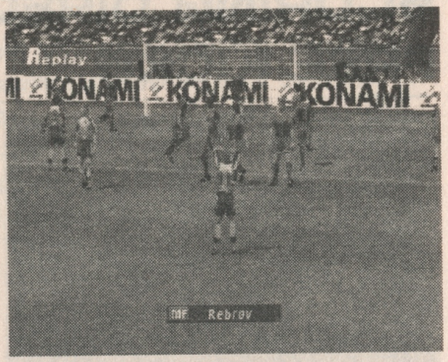




Get a free kick on the far corners of the 18-yard box and you're unlikely to score outright. A better option is to aim your shot across the front of the goal, hold Circle to get full power and then hold down diagonally on the pad. The ball is driven across the face of goal, and you've got the chance to slide it in with one of your strikers.

OTHER FREE KICK TIPS

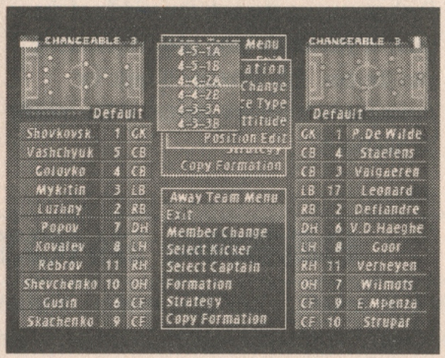
Strike a free kick at full power and it will always fly over the bar. When setting the power of a freekick, you need to do it with one squeeze of the button. If you tap the button a second time during the run-up to get a bit of extra power the ball will automatically get ballooned up into the air.



TACTICS

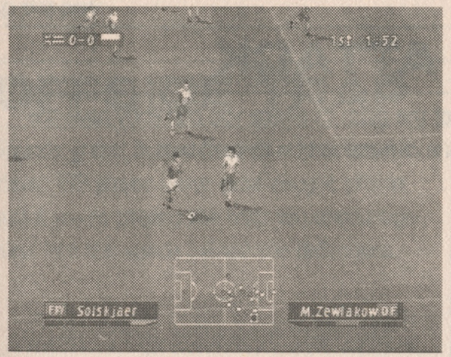
The most underused aspect of ISS Evo2 is the tactics. And these can make the difference between winning and losing a closely contested game.

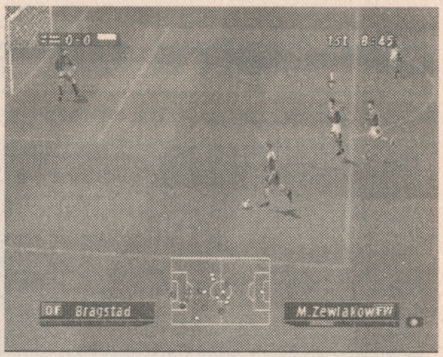
FORMATION



The most commonly used formation is the 4-4-2. The 'a' variation is more attacking than the 'b' variation. This is the easiest formation to defend with, but unless you've got a very quick striker you'll struggle to hit on the break. A 4-3-3 leaves you vulnerable on the wings, but you really notice the extra man in the box on crosses and rebounds. The 3-6-1 'Christmas tree' formation only works if you like short passing through the midfield. You can always change your line-up mid game: if you're outnumbered in midfield, swap it around.

THE ATTACK METER



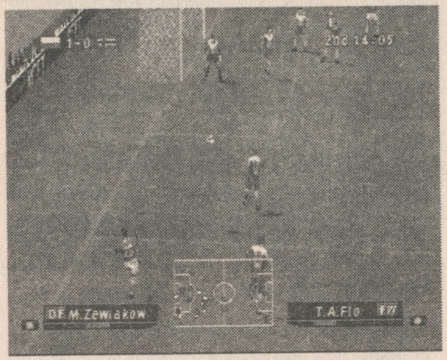


Holding R2 and tapping square and circle mid-game alters your attack meter (located below the player names on screen). Upping your attack meter makes your whole team push forward, and dropping it makes you defend deeper. ISS Evo 2 is slightly different from the last game in that it resets the meter each time you cross the halfway line. Remember to bump it back up as you make a fast break.

STRATEGIES

Here are a few pointers as to what the various in-game strategies you can call upon actually do, and when it's best to call on them.

CENTRE ATTACK



Pushes men up through the middle of the pitch. If you favour wing play and crossing into the box, this strategy is best for making sure there are players in the middle to receive it.

RIGHT/LEFT SIDE ATTACK

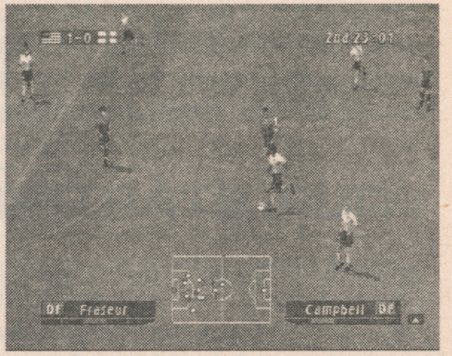
Players gravitate over to your chosen side of the pitch and make it easier to break down that flank. Best used to exploit teams with weak wingers and side backs.

OPPOSITE SIDE ATTACK

All your options open up on the opposite side of the pitch to where you currently have the ball. Quickly switch the play, and you'll catch the defence cold with men over.

CB OVERLAP

The CB stands for centre back. Sends the big man forward to bolster the attack. Best used to try and rescue a game you're losing as it leaves a big hole in your defence.



ZONE PRESS

The best strategy in ISS Evo 2. Causes all of your players to get even tighter on the men they're picking up. Helps close out possession-reliant teams like Brazil and France

COUNTER ATTACK

A great help for all you long ball merchants. Your attacking players set off for goal at speed, expecting to move the ball quickly. Punishes teams like Argentina who defend high up the park

OFFSIDE TRAP

Sounds great, but ineffective in practice. A clever ISS player never gets caught offside, and if you're playing the trap you encourage runs into the space behind the defenders.

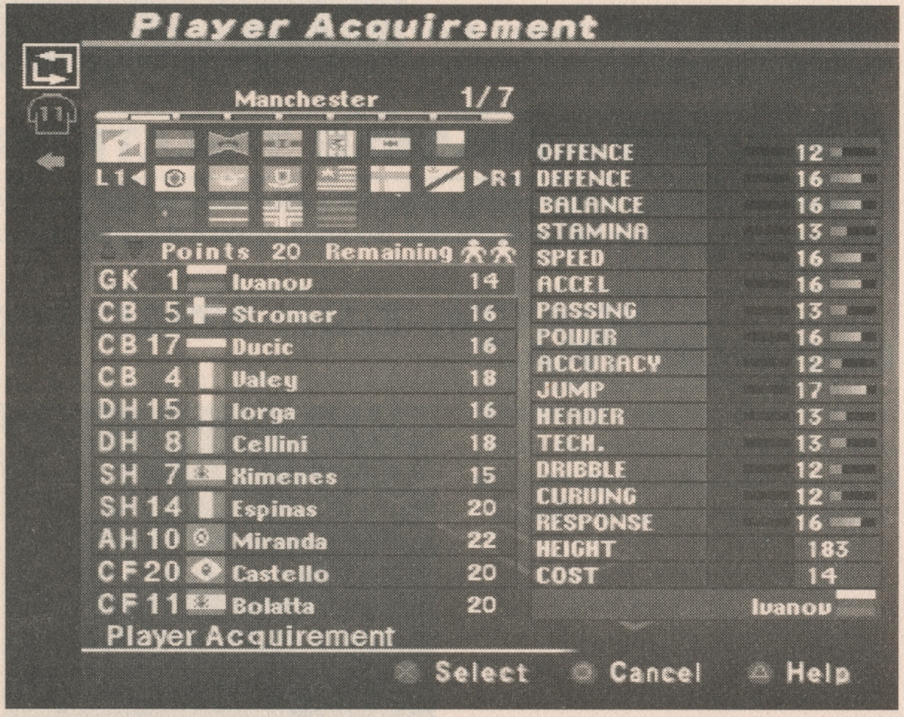
WIN THE MASTER LEAGUE

Guiding a club to glory in the Master League is the pinnacle of the solo game in ISS Evolution 2. You need skill, tactical nous and an eye for a bargain in the transfer market if the team you assemble is going to be crowned the best club team in the world.

YOUR STARTING SQUAD

Regardless of which team you choose to play the Master League with, you get the same collection of players. This poor to average set of players needs to be used wisely if you're going to start winning games. Here are a few notes on the players in your first team side:

Ivanov: Your default goalkeeper. Pretty useless, but you shouldn't be in much hurry to replace him. GKs don't win you matches.



Stromer: Good at heading, bad at running. Keep him in the middle to deal with corners and crosses, and get Valey to help out when a striker sprints past him

Ducic: Competent defender, but best swapped with Valey and played as a side back.

Valey: The best defender in your team. He's pretty quick, so stick him in at centre back to mop up when the oppositions strikers outpace your back line.

Iorga: Slow and useless. The kindest thing you can do is replace him with Eddington

Cellini: The team captain. Struggles for pace, but is strong on the ball. A good tackler too.

Ximenes: If you're not playing Burchet up front, then stick him in here. Ximenes struggles on the wing with his grandad-levels of pace

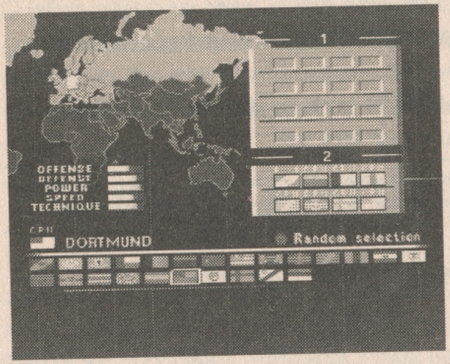
Espinas: By far the better of your two starting wingers. Can also operate effectively in attacking midfield

Miranda: Skilful, but slow. If you want a touch more pace for the man supplying the passes to the strikers, try Matt instead.

Castello: Reasonably quick, but on borrowed time. The first striker you buy should replace Castello

Bolatta: Good in the air, good on the ground, but very slow at running. You might find it easier to replace him with the pacey Burchet and avoid crossing high into the box

CHOOSE YOUR GROUP WISELY



When you start a Master League campaign, you get the opportunity to specify which teams go in which division. To give yourself the best chance, these are the eight weakest Master League sides, and the ones you should put in Division 2 along with yourself: West ham: Sorry all you Hammers fans, but West Ham are probably the weakest team in the league. Lack a cutting edge up front, and even your slow team will trouble their defence.

Leeds: Another disappointingly poor English side. Strikers are pretty handy, but the defence lacks pace and the midfield isn't well contested.

Amsterdam: Ajax are another team that shouldn't give you too much trouble. Centre forward Alvelazi will snap up even half-chances, so keep an eye on him

Marseille: Pires (now of Arsenal) is the big threat in this team. He is the focus of their counterattacking style, so let anyone have the ball except him

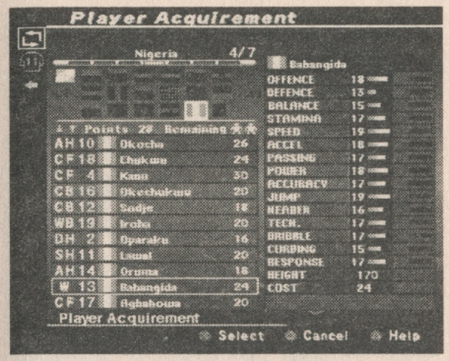
Firenze: The club we know as Roma underachives in ISS. Fantastic players like Batistuta and Rui Costa struggle in a team bereft of pace. In Toldo they have an amazing goalie, though.

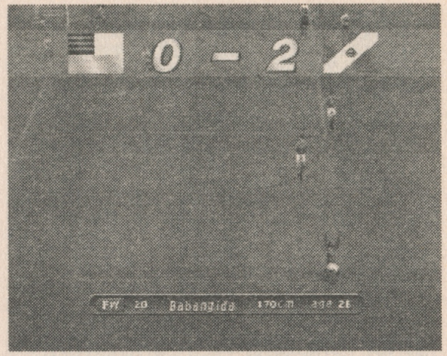
Dortmund: The Germans are strong, with a couple of pacy Africans in there to worry you. Be prepared for a physical game and get stuck in.

Leverkusen: A couple of tasty Brazilians and the livewire Nuvile make Leverkusen a tricky team to hold with your ropey squad. Defend deep, and battle for the odd chance on the counter attack.

Monaco: Outdated stats give Monaco an unfair advantage. International class Frenchman Barthez and Trezeguet will worry you at either end of the pitch, but the midfield is lightweight.

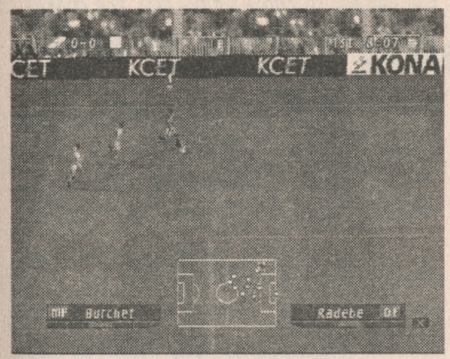
DON'T PANIC BUY





Although you start with 20 points to exchange for players on the transfer market, that amount won't get you anyone much better than the players you already own. You should save the points, because after you've notched up a few results you'll be able to afford a player like Nigeria's Babangida (24 points) who'll make a big difference.

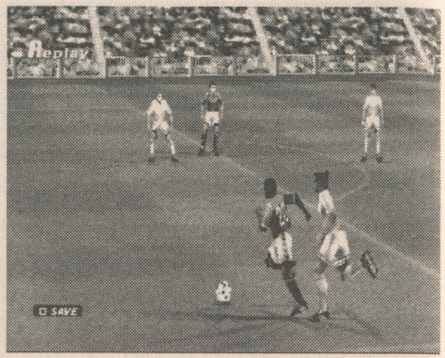
DON'T GET THRASHED



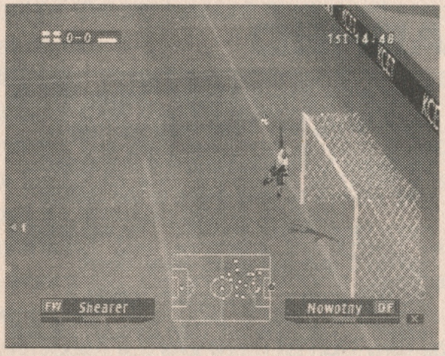
Grind out a draw in Master League, and it's points in the bag. Make sure you play a defensive formation like a 4-4-2 and set your players to zone press in the tactics menu (see Tactics section). This will ensure you don't give silly goals away. Short passing when in possession makes it easier to keep the ball than through passes (which your players aren't quick enough to chase). Use any player with Speed 17 or more to (e.g. Burchet) to run the ball up the pitch and supply short through passes to your strikers from the edge of the box. Keep it tight at the back, and make sure you bury any chance that comes along.

BUYING THAT FIRST PLAYER

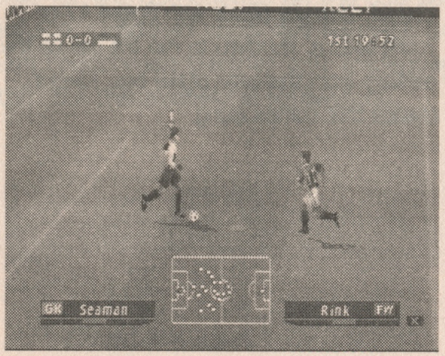
It makes sense to buy a striker, since you can't win a game without scoring any goals. It needs to be somebody quick as well so they can make their own chances through pace. Robbie Keane (Ireland) and Victor Ikpepa (Nigeria) are good value at 22 points, but for 24 point you can snatch Babangida from Nigeria's subs bench. His finishing isn't great, but when he gets the ball he's so quick he can't be caught. Run him out to the wing, pass the defenders, and then cut back into the penalty box.



TOP 5...GOALKEEPERS



Kahn, Germany (24) The German keeper is an exceptional shot-stopper. Isn't the fastest to come off his line, but makes up for it with his amazing reaction saves.



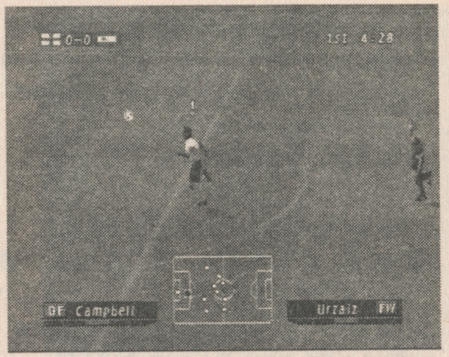
Schmeichel, Denmark (30) Takes crosses more comfortably than any other keeper in the game. Again, isn't the quickest when it comes to dashing off his line.

Seaman, England (24) His statistics make him look distinctly ordinary, but play against him and you'll see barely puts a foot wrong. Good value for money, too.

Chilavert, Paraguay (32) What do you get for your money? A keeper who's equally at home up front as playing in goal. Can be a little keen to sprint out of goal.

Barthez, France (26) France's baldy is very tough to beat. His only weakness is his tendency to parry rather than catch long shots, but he's very reliable.

TOP 5...DEFENDERS



Cannavaro, Italy (28) Versatile Italian who will play well in any defensive position. Quick, strong and a fantastic replacement if your defensive midfielder gets crocked.

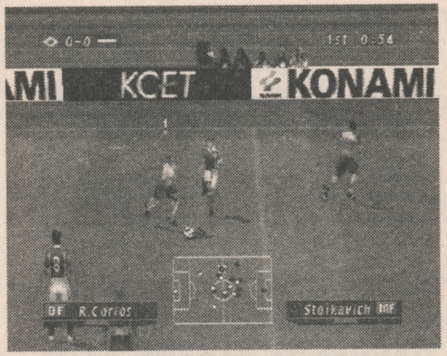
Campbell, England (24) Tremendous body strength makes Sol Campbell almost impassable. He's one of the quickest defenders you can buy, and that alone makes him essential.

Hierro, Spain (32) Brilliant technically, and a tower in the air. Partner him a slightly quicker player to make up his slight lack of pace.

Desailly, France (30) France's answer to Sol Campbell, only slightly less quick. Even more power, means you don't go into a challenge with Desailly and win the ball

Redondo, Argentina (32) Languishing in the national team reserves, though we can't work out why. Quick, nimble and ever-reliable whenever a high ball enters the box.

TOP 5 SIDE BACKS



Carlos, Brazil (36) Weak in the air, slightly shaky defensively but like a speeding express train with the ball at his feet. No one runs faster or strikes the ball harder.

Jarni, Croatia (24) Bargain basement Jarni isn't far short of Carlos in the pace stakes, and it a slightly better defender. Don't dare overlook him.

Reiziger, Holland (24) Reiziger combines a great turn of pace with solid defensive play. Technically gifted enough to play passes comfortably.

Cafu, Brazil (30) The other half of the reason you can't hit Brazil down the flanks. Makes up the best side back pairing in the game alongside Roberto Carlos.

Thuram, France (30) Extremely quick, and a good utility player as he's equally at home playing in the centre of defence. Defends the best of all these side backs.

TOP 5...MIDFIELDERS

Davids, Holland (36) One of the best tacklers in the game, but also has the ability to dribble up the pitch and test goalkeepers with his stinging long-range efforts.

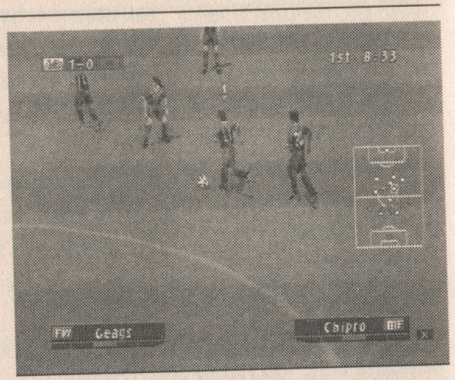
Ortega, Argentina (30) Gets away with being short on pace with his amazing skill. Great for dodging through tight defences and sliding through a measured throughball.

Beckham, England (40) The best crosser in the game, but best played in midfield since he lacks the pace of the likes of Overmars. Good control and shooting, though

Rivaldo, Brazil (46) Rivaldo is the ultimate attacking midfield player. You can play him as a striker and he won't miss, his free kicks are awesome and his playmaking second to none.

Recoba, Uruguay (32) Little Recoba is a free kick expert. His skills are almost equal to Ortega's, but adds power and direction to his long shots.

TOP 5 WINGERS



Giggs, Wales, (36) Not the best finisher in the world, but his dribbling and pace see him win games for the Welsh national team single handedly. A much better crosser here than in reality.

Overmars, Holland, (28) The perfect winger. Quick, skilful and with enough accuracy to score goals when required. Another player you could play out of position and not really worry.

Babangida, Nigeria, (24) Blistering pace makes him the best value player in the game. Goal ratio is not amazing, but with his speed he can carve out easy chances for himself.

Rui Costa, Portugal (36) One of the most accurate passers in the game. Not your typical winger thanks to a lack of pace, but someone who can ghost inside and link with the strikers.

Hadji, Morocco, (26) His stats here hint that he's a far better player than he is in real life. Don't worry about that though, just snap up this technical wizard ASAP.

TOP 5...STRIKERS

Shevchenko, Ukraine, (40). Forty points buys you the striker who's got it all. He's fantastically quick, has great close control, a ferocious shot and classy finishing. Is also strong in the air.

Ronaldo, Brazil, (50): The game's most expensive player at 50 points, and another with every attribute going. Pace, skill, finishing, the works. Slightly worse in the air than Shevchenko, and more expensive.

Owen, England (40): Little Mike isn't cheap, but he's as quick and slippery as an eel. Lacks a bit of height, but is a frightening prospect with the ball at his feet. Rarely misses the target.

Salas, Chile, (32): Short, but a good header if the ball is at the right height. Quick, excellent dribbler, and very powerful. The perfect foil for a tall striker.

Bierhoff, Germany, (36) The best partner for Shevchenko if you play the crossing game. Without equal in the air, powerful and reasonably swift to boot.

TOP 5...DISAPPOINTMENTS

Zidane, France, (40) The best player in world looks lost in the ISS universe. A crucial lacks of pace in a crowded midfield means you get precious little opportunity to test his passing and dribbling.

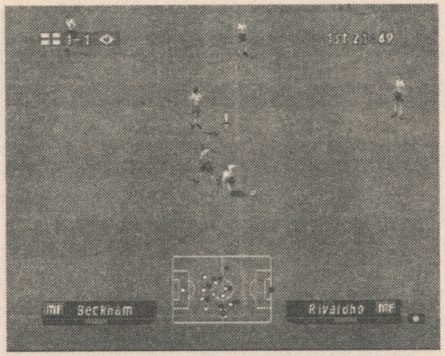
Figo, Portugal, (24) Cheap, and it's easy to see why. Extremely sluggish on the ball and never looks like being able to get away from chasing defenders.

Raul, Spain, (40) The focus of the Spanish attack, but without the pace or strength to make a solid impact. Offers nothing over the likes of Owen.

Maldini, Italy (32) You're better off buying a wing back that's actually effective going forward. Maldini can certainly defend, but looks lost when he crosses the halfway line.

Kanu, Nigeria, (30) A good finisher and header, but can't shoot from range or burst past defender at pace. Best played behind the strikers in an advanced midfield role.

HOW TO BEAT...BRAZIL

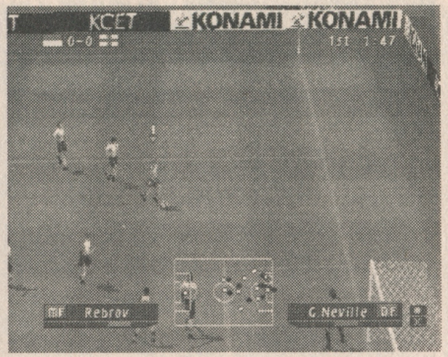


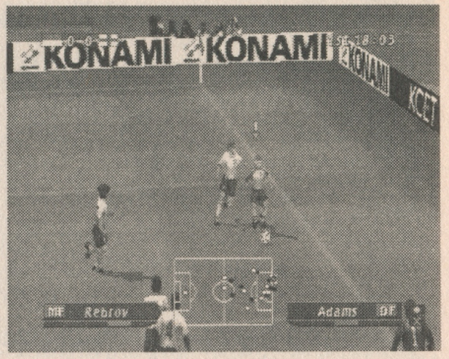
It's tempting to be cautious against Brazil because of their great skill, but that's the worse thing you can do. They tend to dwell in possession, so steam right in with the standing tackles and interceptions. If you miss in the midfield, you can always recover in defence. Play with the English bulldog spirit, and you'll see a lot of the ball.

Scoring is a different matter though. Brazil's great defensive strength is their ultra-rapid wing backs. You'll get no joy whatsoever if you try to take Cafu or Carlos on. The centre backs are good in the air, but a little shaky on the ground. A Paul Scholes figure can run with the ball straight at the heart of the defence, and suck the centre backs right in. A clever through ball then puts your striker in on goal.

Brazil going forward are a worry. Luckily the best striker they have, Ronaldo, usually sits on the bench. If you find Rivaldo and Elber running at you, don't panic. A free kick for Brazil on the edge of the box is almost as good as a penalty. Put defenders in the way to block shots, and muscle the Brazilians off the ball. Keeping a clean sheet is the key: one good chance for Brazil means one goal.

HOW TO BEAT...ENGLAND

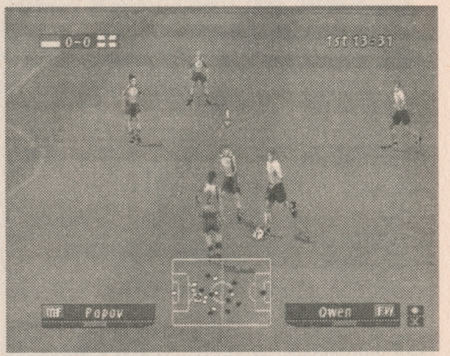




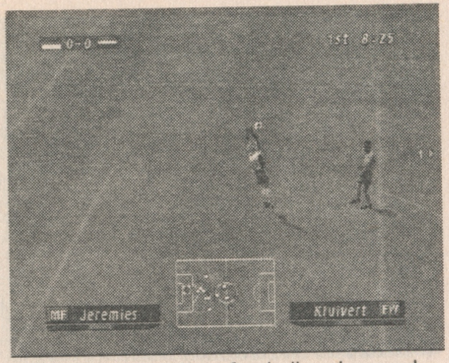
England are a great side in ISS Evo 2. Campbell is a rock, Seaman a great keeper, and Owen a constant menace. When going forward, you can get a lot of joy down the wings because the Neville brothers aren't all that special, especially Phil on the left. Crossing into the box is a waste with Adams and Campbell, so you should be looking to cut back into the box to search out a striker.

Pay special attention to which of your strikers Sol Campbell is picking up, and use him to bounce the ball off quickly. You can't beat Campbell, but you can take him out of the play by switching the ball to your other striker. Adams is far easier to beat with pace and skill.

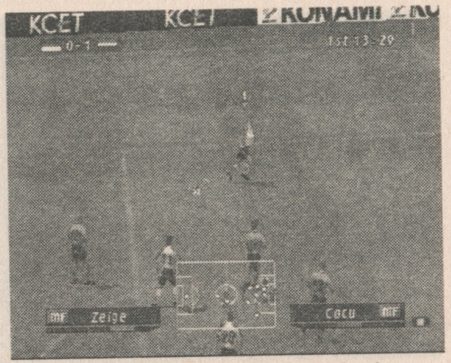
Don't worry too much about Alan Shearer. His lack of pace means he's only a threat in the air and when he gets a shot 10 yards out. If he has the ball, let him run with it and cross. The diminutive Owen is not an aerial threat. If Owen is running at you, make sure you run him away from the goal.



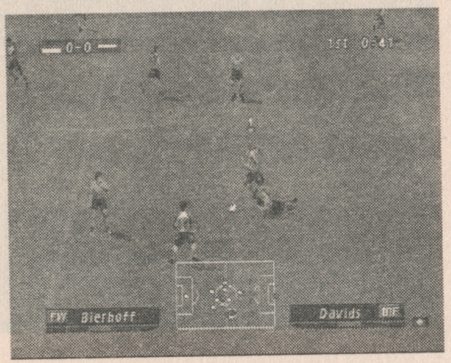
HOW TO BEAT...HOLLAND



Holland play excellent football and spread the ball around the park well. Much of your defensive time is spent chasing shadows, but be patient: Holland have to play this way because none of their strikers can run. Kluivert, Bergkamp and Zenden will try to play subtle passes on the edge of the box - be aware and manoeuvre your defenders to block. Make sure your keeper is quick off his line.



Defensively they're solid. The wingbacks, however, are more disposed to going forward than backwards, so it's simple to find a little room in behind them on the counter attack. Stam and De Boer have excellent positional sense and so won't get sucked in like the Brazilians, but turn only slightly more quickly than milk. A player like Shevchencko can turn then on the edge of the box, and quickly fire in a shot before the other comes across to cover.

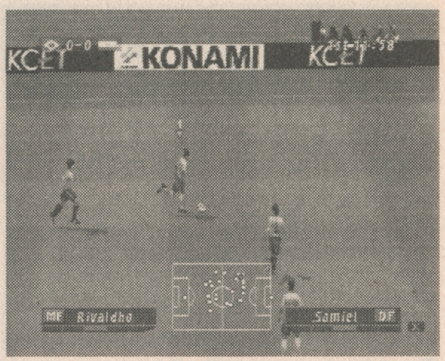


Close Davids down whenever he has the ball, and maybe try the Zone Press strategy to make sure Holland gets as little space as possible to play into.

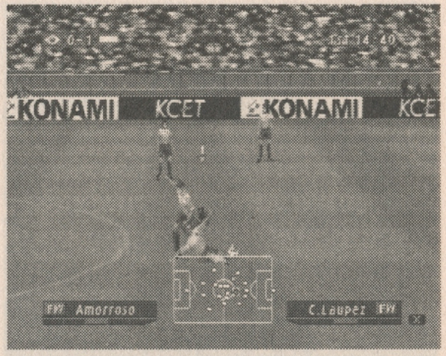
HOW TO BEAT...ARGENTINA

Argentina can be a nightmare to play through, because they condense the field of play very effectively. They move forward as a unit, giving them lots of attacking options, and they get back in numbers. The key to breaking them apart is speed. Argentina's three centre backs play very narrow, and also a long way up the park.

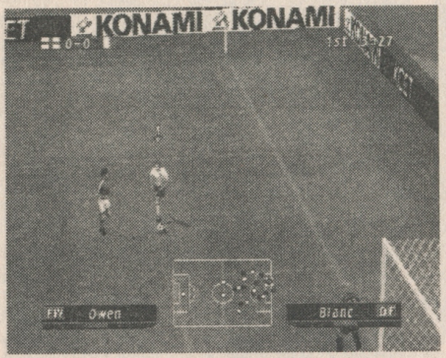
Breaking away, Lopez is the threat. If he's running at speed he's tough to catch. Batistuta is great in the air and at shooting, but if he receives the ball outside the box he's an ineffective player. Try to break up attacks in the midfield where the Argies tend to overplay, as Veron and Ortega play killer through passes.



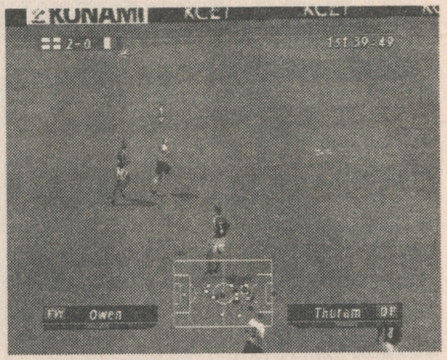
When you break up their attack, quickly move the ball through to your midfielders. A good passer will be able to play a throughball from 40 yards out and catch the Argentinean defenders cold. You can't normally get away with such long through balls, but against this team it works brilliantly.



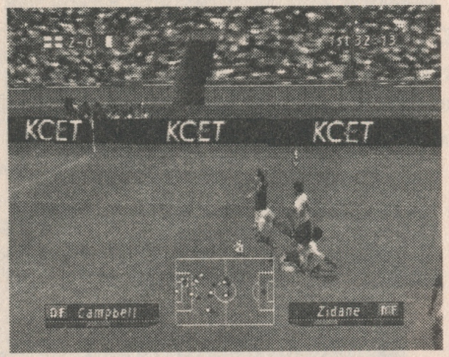
HOW TO BEAT...FRANCE



The defensive weak in the French team is centre back Laurent Blanc. His partner, Desailly, is the Gallic Sol Campbell and an absolute nightmare to get by. Quick players might pass Desailly with pace, but even a sluggish strike can run down Blanc. Blanc patrols the right side of the central area so put your quickest striker there. Expect to run past him and cut into the box for an easy chance.

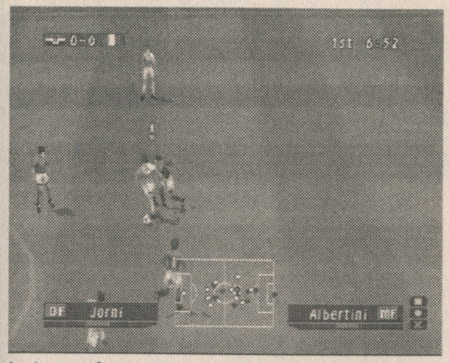


The French side backs don't exactly hug the wings either, so if you run the touchline it's highly likely you'll get a long way up the park before you get stopped. Barthez, the goalkeeper, is also prone to spilling long shots, so it often worth throwing in an extra striker or playing Centre Attack strategy to make sure you get there.



France only play Anelka up front, and he isn't the quickest player in the team. Watch out for him exchanging passes with the likes of Henry and Zidane around 40 yards out as he attempts to get in behind you. Get stuck into Zidane as soon as you see him, as his lack of pace sees him want to move the ball quickly. Deschamps and Djorkaeff are also prone to losing the ball.

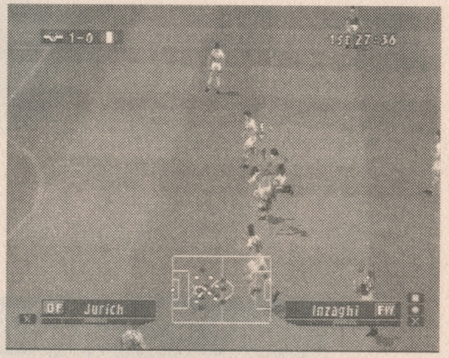
HOW TO BEAT...ITALY

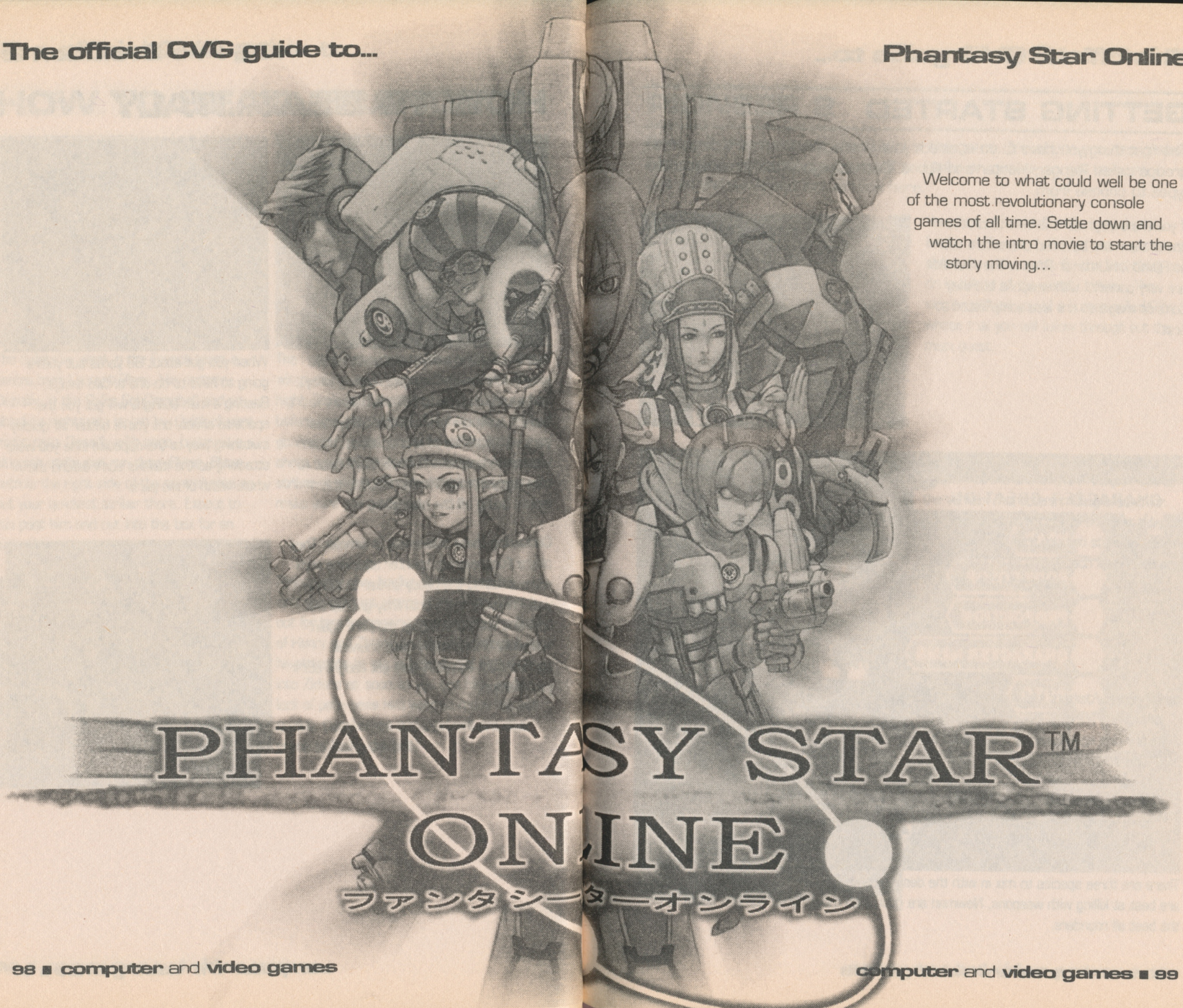


Italy are far and away the best defensive side in ISS Evo 2. They give nothing away, and you really have to pull them apart to fashion an opening. Work the ball up the park with a series of short passes. When your players receive the ball they'll need to turn away from the Italian tracking them before laying off the next pass.

When you get about 30 yards out you're going to have to do one of two things. Beating a man outright will get you the space to shoot, but you're better off quickly switching play to the opposite side you were attacking as the Italians don't defend the whole width of the park.

Containing them defensively is simpler. They play a fluid passing, counter attacking style without having the pacey striker to worry you. Pressure them until they give up the ball, and start probing up the park again. You won't create many good chances against Italy, but you'll only get caught out if you're sloppy.



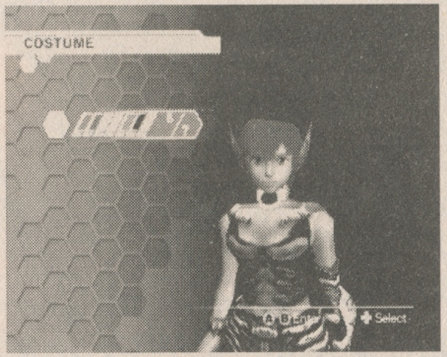


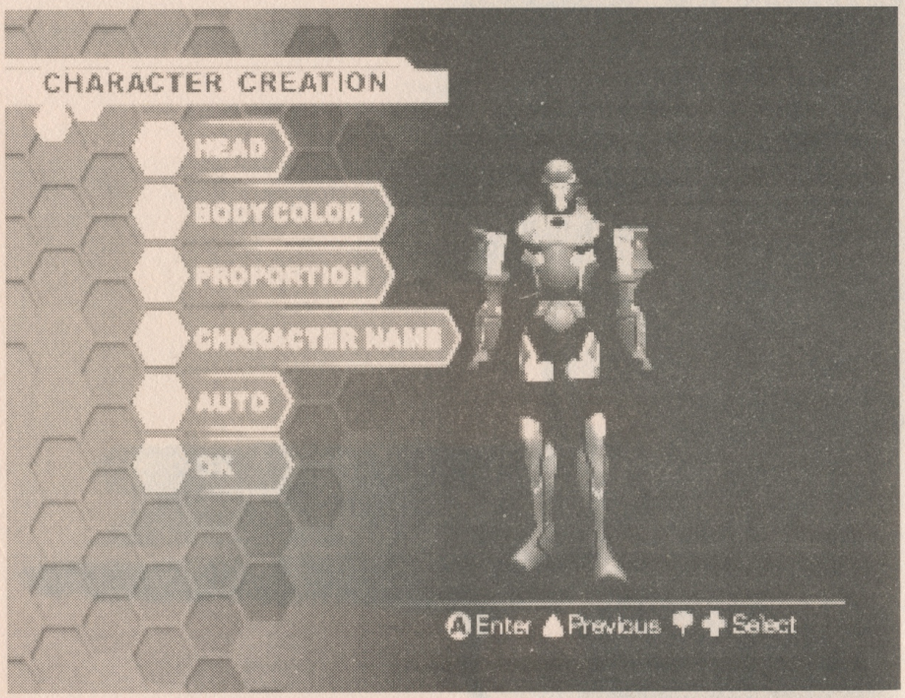
Welcome to what could well be one of the most revolutionary console games of all time. Settle down and watch the intro movie to start the story moving...

GETTING STARTED

The first thing you have to do is select your character. There are three main groups called Ranger, Hunter and Force. Each category has three separate types to choose from.

If you are a beginner it is best to choose one of the more balanced characters such as FOmarl, HUmar or RAmar. The Androids are very powerful with weapons but they don't do magic so are less complicated at first.

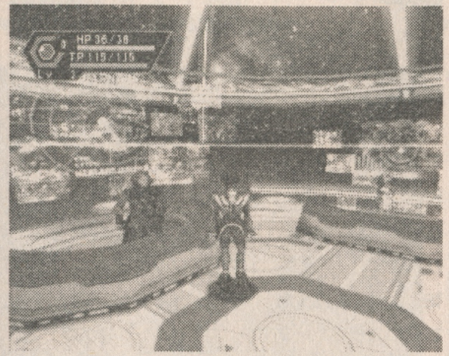




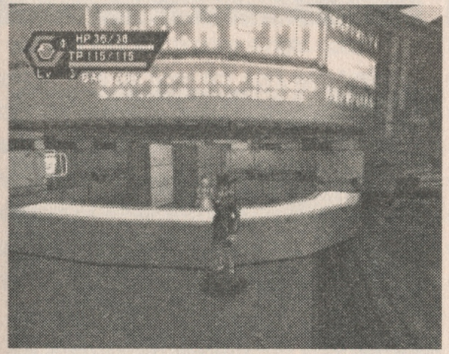
There are three species to mix in with the designations. Generally speaking the androids are best at killing with weapons, Newman are good with magic while humans seem to be the best all rounders.

PIONEER 2

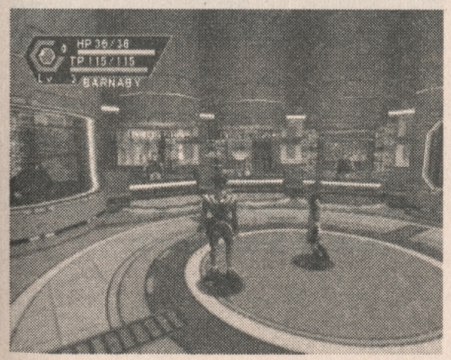
Pioneer 2 is your base of operations in the game. It's where you can gather information, meet people, buy stuff and take on quests so get to know it well as you will spend lots of time here.



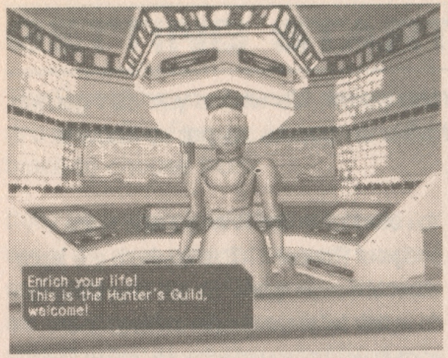
You start off in the Principal who is the bridge of Pioneer 1. This is where you learn about the main quest. So the first thing to do is talk to all the people in here. The woman will tell you of a hunter called Rico whose trail you will follow through out the main quest.



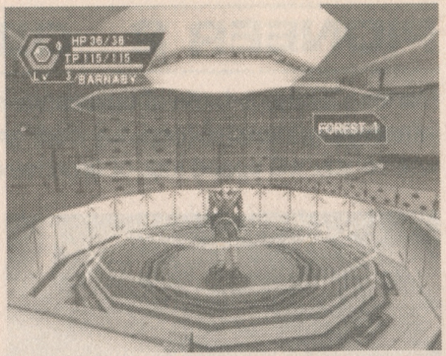
The city section of the ship is via the teleport at the end of the Principal. Talk to the various characters milling around for information. To the right of the first teleport is the bank. In here you can store all your money and up to ten of each item such as Antidote and Monomate.



Next to the bank is a market/shopping area. The purple booth will examine items with ??? next to them. The orange booth is for weapons, the green one for items and techniques and the green one is for defence. Be warned that they sell stuff for extortionate amounts and will buy them back from you for a fraction of what you paid for them.



To the right of the market is the Hunters guild. In here you can take on quests to earn extra money. These quests are useful for learning information and raising your stats. Be warned that if you take on a quest the main quest will cease whilst you are doing so. This means any cleared dungeons will refill with beasties when you return to them later. Again this is good for raising your stats.



The other two doors in the city contain the Medical Center where you can be completely healed for ten Meseta (the local currency). The final door contains the teleport to reach Ragol. Once an area has been opened in the main quest you can teleport directly to it from here.

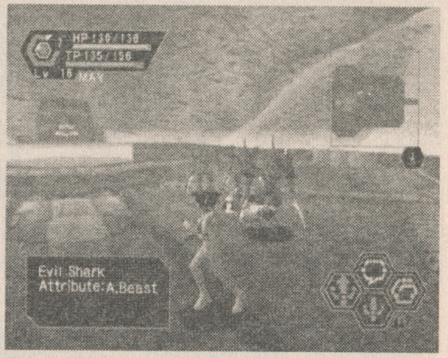
The quests in the hunter's guild can shed light on the main story of the game and are well worth taking on. They also help boost your stats so at the start of each new area check in at the guild and complete a few of the quests before rejoining the main story.

The first one to do is called battle training. On this mission you get the company of a well 'ard android. Wander around the Forest area and let him kill all the beasts for you. Get at least one shot at each beast and then collect any items they drop.

FIGHTING

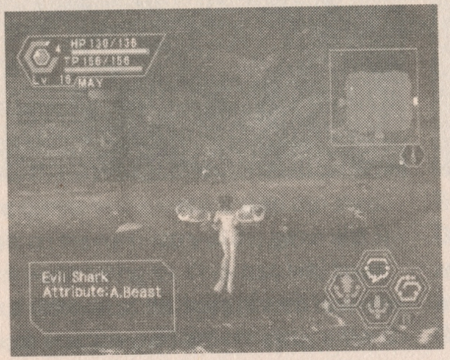
This game would be a bit pants if there were no fighting in it. Being good at fighting though is a different matter entirely. Although there is no sure way of defeating every monster every time here are some tips to help shift the balance to your favour. Remember there is no pause in this game so if you want a breather it's best to quit and save.

If you find yourself getting a right good pasting (this tip does not work with bosses) then the best way to regain control of the battle is to exit the room. This results in all the beasties going back to their starting positions meaning you can then re-enter the room completely healed and pick them off from a distance.

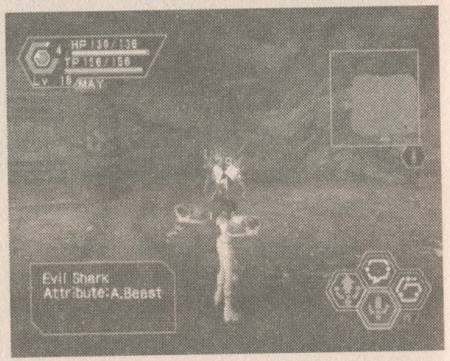


Once you have some powerful Techniques or weapons that do damage to multiple targets then try running into a room. Nearly all the monsters will start to follow you. If you run around in a wide circle they will eventually end up in a group. This is an excellent opportunity to use multiply attacks.

Getting the hang of comboes is an essential way of speeding up your killing using a sequence of up to three button presses. Press a weapon attack button and when it is finished press the next attack button to form a sequence. It's best not to use strong attacks as these take too long to pull off and don't always connect.



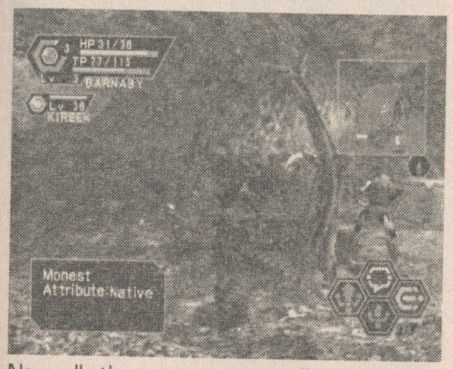
Gaining position in combat is absolutely essential especially if you are using long-range attacks. When a monster approaches you, run as far away as possible and then turn around to face it.



As it trundles towards your position you can hit it with as many attacks as possible and when it gets to close just run away and repeat the process. Keep following this procedure until it is dead and with most monsters you'll never even get hit.

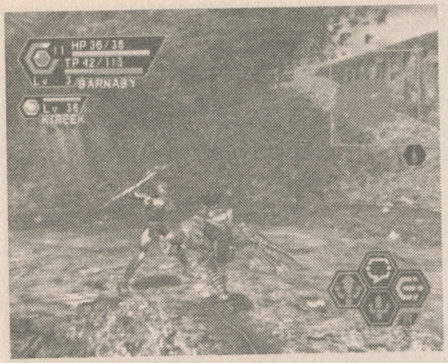
TEAM TACTICS

Throughout the side quests from the Hunters Guild you are often forced to pair up with computer controlled characters. This can be more problematic than it might at first appear.



Normally the computer-controlled bots will follow just behind you. To get them to attack a creature you need to get really close in before the computer player will help you out.

When you are out killing stuff with a computer character be sure that you hit all the monsters at least once to ensure you get the experience points. Once you have smacked a beast stand back and let the computer do it over and you collect the experience.



A good way to team up on a monster is to face it. When it comes close enough simply run round to its back. The computer character should start hacking into one side of the chosen beastie leaving you to smack it from behind.

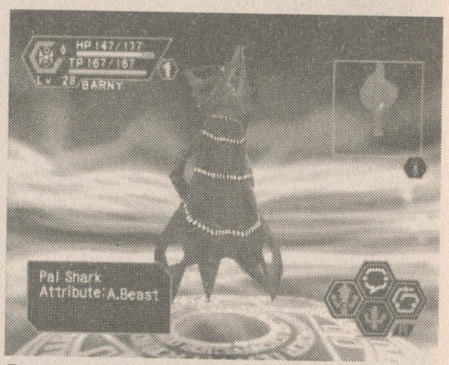
One of the biggest problems with computer controlled characters is their lack of healing items. If you take a computer character out on a side quest and they get killed the mission will fail automatically.

To avoid this always try to battle just outside a door so that the computer character is in the previous room. If they get damaged alot then they will stop healing themselves meaning you have to do it for them.

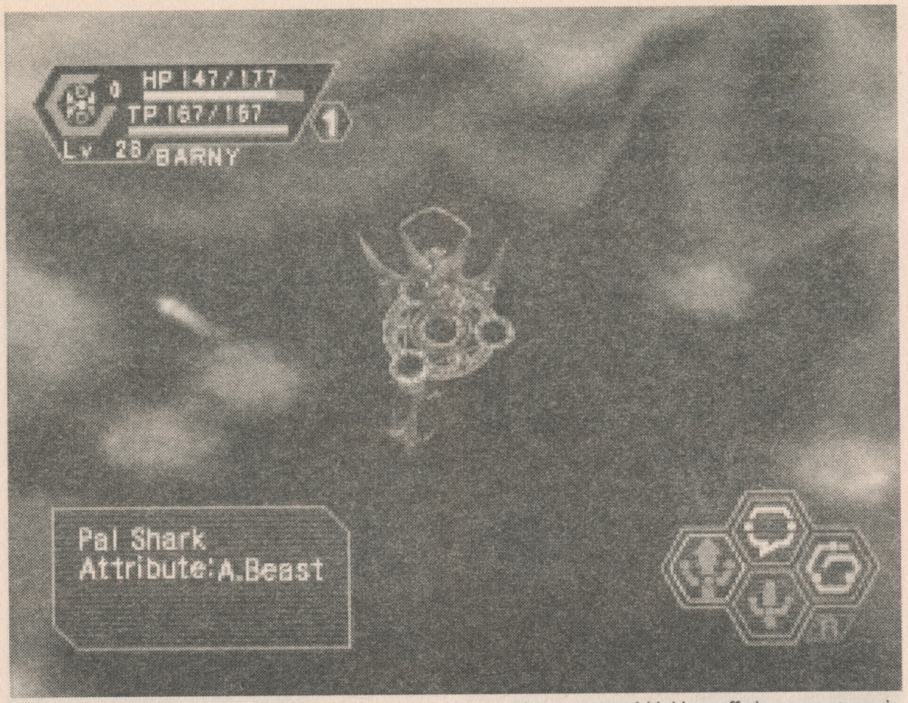
MAGS

Mags are your buddies, you might not know it at first but they can be extremely useful if you treat em nice. These ever-hungry pets, if pampered enough soon become your long lost best buddies with powerful attacks and useful defensive measures.

At first you might think that your Mag is just junk floating around your shoulders. However if you feed them enough then they get stronger and stronger to the point where they become useful.



Once you get your Mag past level 10 then a photon blast becomes available. When you use one of these you get an awesome attack which is usually strong enough to kill all but the strongest of enemies.



To get the Mags photon blast you need to go out and get a good kicking off the monsters in the four dungeons. The more you get bashed the quicker your Mag bar will go up. When it reaches 100 you can then unleash its photon attack.

Unfortunately as soon as you exit a dungeon and return to Pioneer 2 the Mag bar will reset. So usually you only get to use photon blasts in situations where you get beaten up alot such as boss battles. When a blast becomes available use it quickly as it temporarily disables your second button set.

Mags get new photons at level 10, 35 and 50. Feed it three items every five to ten minutes to raise its levels. Experiment to find out what your Mag likes best. High level Mags can also help you by making you invincible after a photon and casting spells in tricky situations such as defence spells.

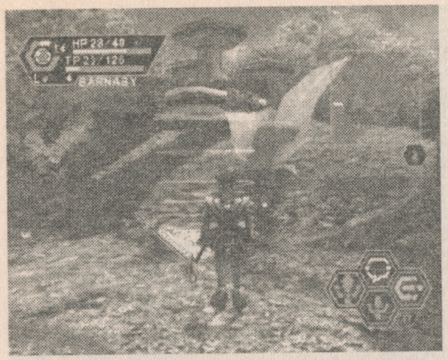
FOREST 1

Phantasy Star Online contains four sets of dungeons to traverse. Each set is divided up into two to three sections. The forest area contains the first two dungeons and these are finished once you have defeated the boss at the end. Only then can you start exploring the next set.

Once you're through the teleport from Pioneer 2 you will be in Forest 1. Look around and you will see crates, which if you destroy usually contain items or money. Pick up all of these to sell later in the market area.

Scattered throughout the various levels are switches. The colour of the switch denotes which door it will unlock. On the main quest are message lights where you can read messages from a hunter who you are following.

Once you go through a door you will eventually get to an area where a monster will appear. To access the next area you have to kill all the monsters in the area. The first bunch you will encounter are called Booma's. They are slow and dopey so stand back and attack from a distance.



As you progress through the forest killing monsters and collecting items you will come across a warp pad. Go through to enter the second forest level. This level is much the same as Forest 1 but contains some harder monsters. Also keep a look out for these columns as they get used as switches later in the game.

One of the tougher creatures in the forest levels are the Monest which spit out flies. Kill the Monest by hitting its sack belly. Once it is on the ground keep whacking it until it disappears, then kill any remaining flies. Other annoying creatures are the Rag Rappie's which have a habit of getting up after you kill them.

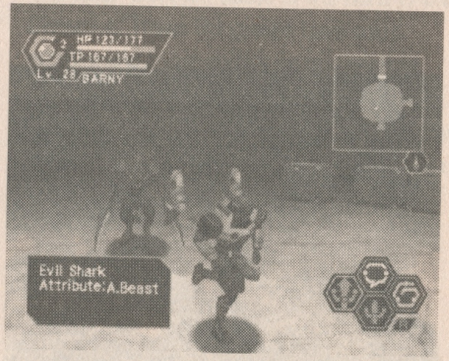
The hardest creatures in the forest levels are the Hildebeasts. These huge beasts will stomp you into the ground so stay as far away as possible and use ice techniques or weapons with a high native bonus. Once you kill a few of these and get to level 5 or higher then you should be able to handle the level boss.

CAVE

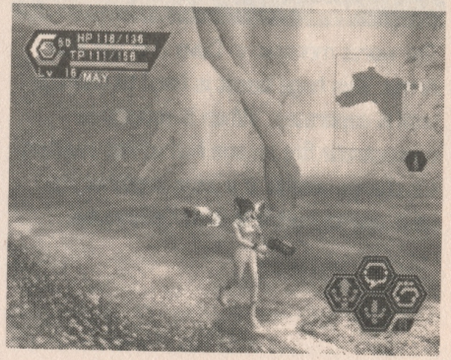
The Cave consists of three levels. The first is made up of fiery caverns and lava pools. Getting through the cave levels requires the same tactics as the last level, that being killing monsters and pressing switches!

Apart from the aesthetics the major difference between the Forest and the Cave is the number of monsters that you are often required to kill before unlocking the door to the next room.

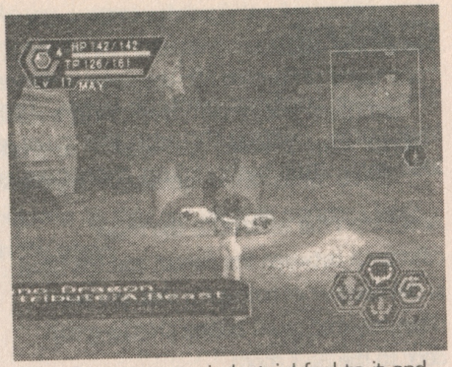
The most common monsters in the Cave are the Evil Sharks, which are slow and stupid. These are often mixed in with other monsters to keep you on your toes. These are often mixed in with Poison Lilies, which are poison spitting plants that are fixed to the floor.



Cave 2 is probably the best looking level in the game and is full of waterfalls and rainbows. It is also full of Pofuilly Slime beasts that slither around on the floor for ages before getting up to let you shoot them. Battles with a room full of these can take some time.

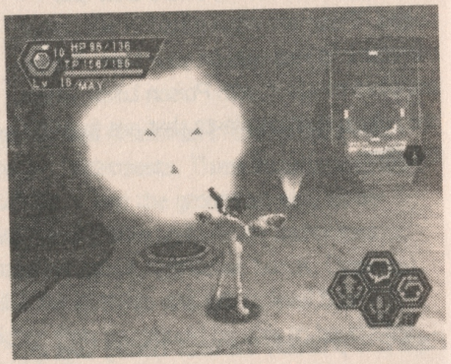


Another scary cave monster is the Grass Assassin which looks like a praying mantis. It has powerful attacks and can also freeze you for a few seconds. This can cause you to be killed if you're frozen near a group of Shark creatures that will then batter you into the floor before you can escape.



Cave 3 has a more industrial feel to it and is swarming with monsters. One of the most fearsome cave beasts is the Nano Dragon. When it looks right at you be sure not to miss your attack as its breath attack is very powerful. These dragons are usually accompanied by hordes of Sharks but always remove them first from a distance.

The worst monster in Cave 3 is the Pan Arms. This huge beast is hard to damage until it separates. When it separates concentrate fire on one half whilst avoiding it's charge attack. If it joins together the best way to hurt it is with Techniques.

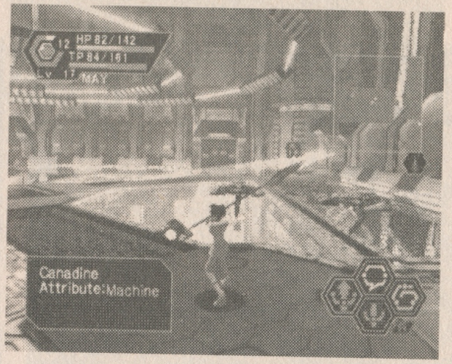


The Cave levels also contain mines, which explode with a squeal when you get too close. Also keep a look out for floor switches to open doors. These can often be scattered through many rooms so always stand on them even if you are not sure what they open.

MINE

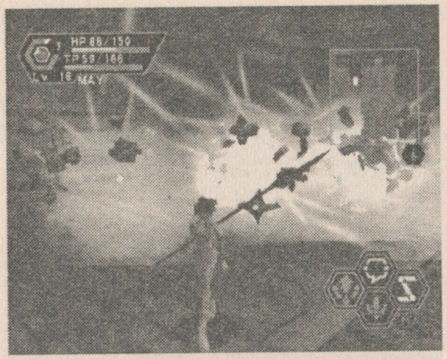
The third area in Phantasy Star is the Mine. This industrial setting is full of deadly robots and trapped switches. These levels also have the first really fast monsters to contend with.

The first Mine level is very futuristic and here you will encounter groups of robots called Gillchics. These slow movers have powerful laser beams so if you see one standing still then blast it with everything you have. They usually attack in-groups but are easy to knock to the floor.



The other common beast of the Mine is the Canadine. These flying bots have two attacks and move quickly so you need to keep running around and target them quickly. Sometimes they have a red coloured leader. If you blow this one up then the rest will self-destruct.

Mine 2 is filled with similar monsters only the harder ones are more numerous. The toughest ones are called Sinow Beats and hang off the ceiling. These are very tough and have a very quick charge and swipe move, which does loads of damage.

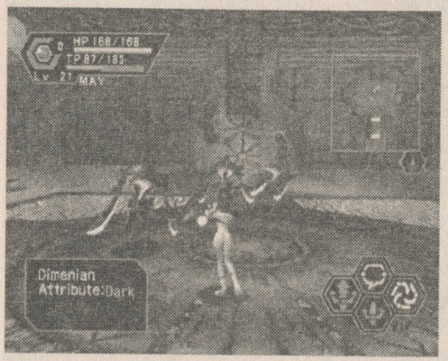


Mine 2 also has robots called Dubchic. These take a lot of damage before blowing up. To avoid wasting time look around for a floating pod. Destroy this and all the Dubchic's will explode and you still get the experience points.

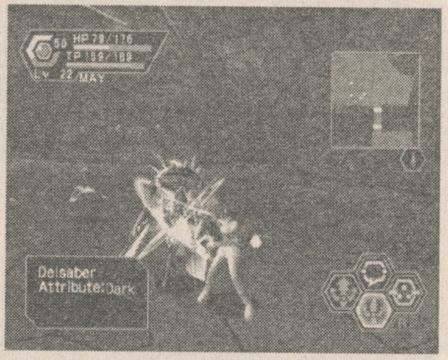
The biggest robots in the Mine 2 are the Garanz. These fire missiles at you but are fairly slow. Keep blasting them and running out of the room to heal. Eventually their amour will fall off so keep blowing them up till they crash on the floor.

RUINS

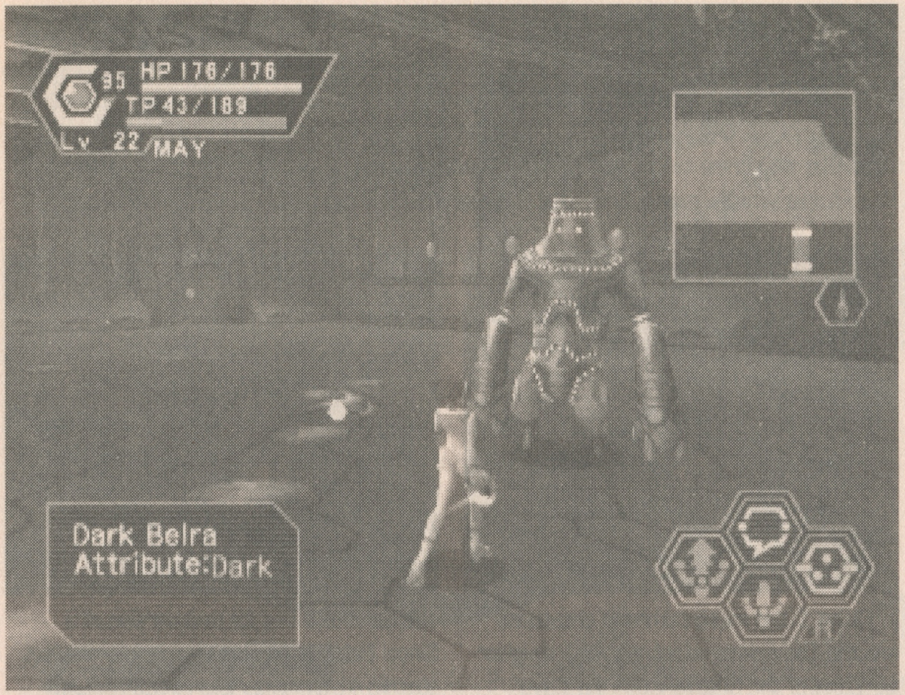
After killing the boss at the end of the Mine 3 level you will need to travel back through the Forest, Cave and Mine levels and hunt for the columns. Activate all three and then fight the Mine boss again to open the way into the Ruins which is the final set of levels in the game.



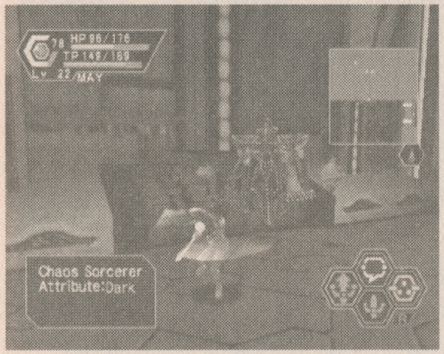
In Ruins 1 the most common creatures are the Dimenians which are just tougher versions of the Sharks from the Cave levels. Other beasts include Claws, which often combine into a larger beast which traps you.



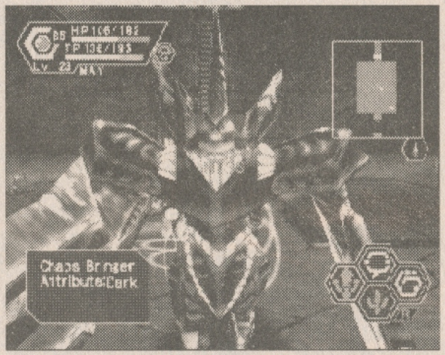
This level also has its own version of a Sinow Beat called Delsabar which has fast attacks which cause lots of damage so watch out for them. They also block weapon attacks so it is best to hit them with high level Techniques.



Other big bad monsters in the Ruins are Dark Belras. Although slow they often fire their hands at you which are easy to avoid but do lots of damage if you are careless.



Another hard as nails creature is the Chaos Sorcerer. It's attacks are pretty much unavoidable and cause massive damage so keep running in and out of the room taking pops at him till it dies. The two crystals, which float by its side are its attack. When one starts rising, run out of the room!

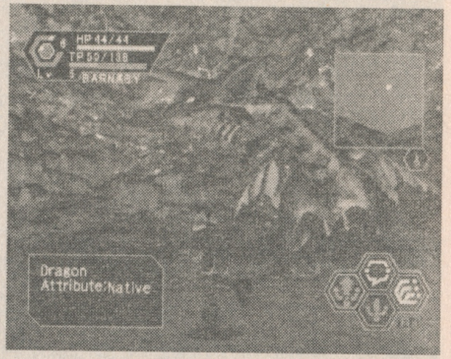


The other hard to kill creatures are the Chaos Bringers. They come equipped with spells and speed and are very tough to kill. As they charge towards you step out of their way and then pummel them from behind. The final warp in Ruins 3 leads to the final boss and the end of the game.

FOREST BOSS

The first boss you will encounter is through the big warp gate at the end of Forest 2. Once through the gate prepare to be awe-struck as this is the best looking creature in the whole game. Don't worry though, this dragon is also very easy if you know how.

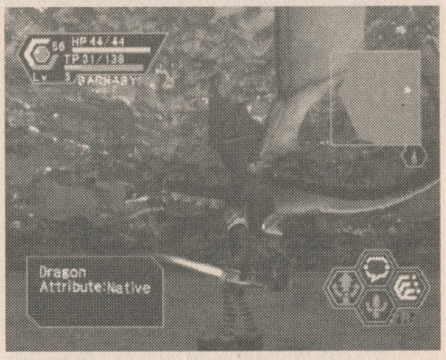
Make sure your character is at least level 5 before attempting this fight and also a close range weapon such as a Sabre with a high native bonus. Once through the warp you will be in a large cave with the impressive dragon in front of you.



As the dragon comes forward then you need to run straight at it. As you both come together swing round to the left and run past. Turn to face its rear.

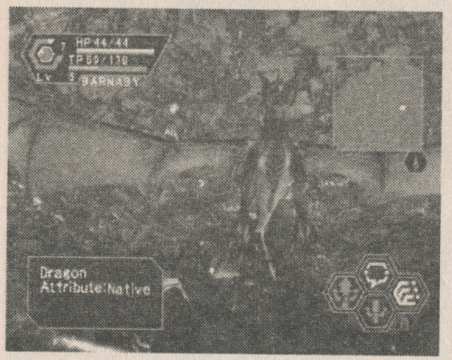
Start hacking at the creature's feet and legs as it breathes fire everywhere. When the dragon tries to turn keep up with it so that you are always far enough from its mouth not to get burnt.

Keep slashing at its legs and eventually the dragon will slump to the ground. Make sure you are not underneath its body or wings when this happens as being squashed by a huge dragon is rather painful.

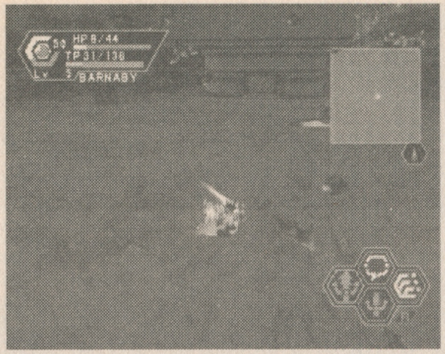


While the dragon is slumped on the floor keep hacking at its feet. This is a good time to practice combos with strong attacks in to do as much damage as possible.

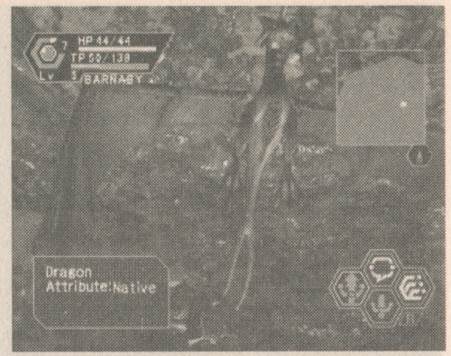
Eventually the dragon will get up and fly to the ceiling of the cave. At this point try to stay roughly under it's tail to avoid the devastating fireball attack. Follow it's shadow but do not stay right underneath as when it comes back down you don't want to be crushed.



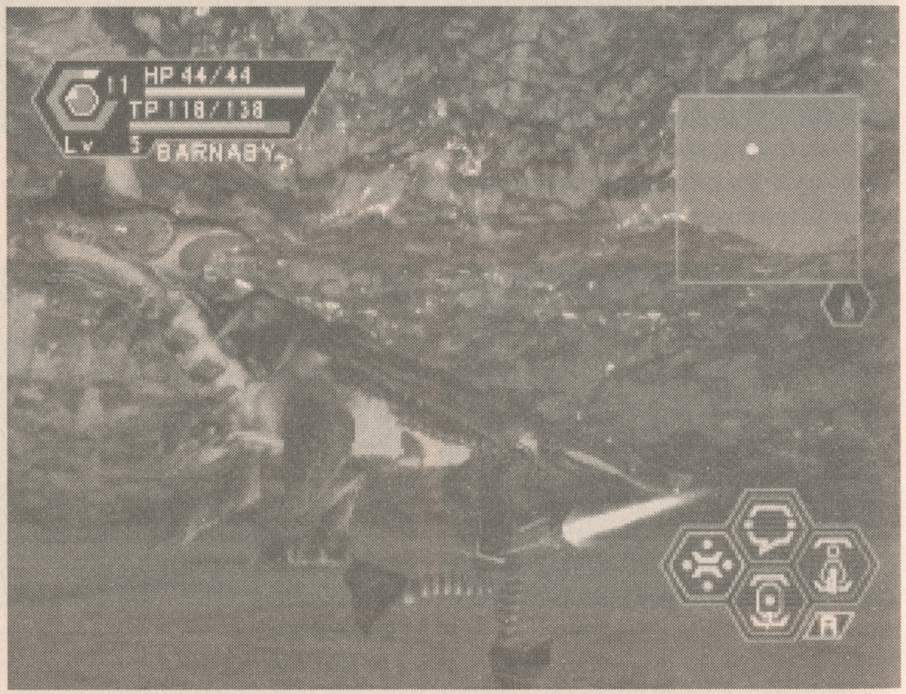
After spitting fire at you a few times the dragon will dive down into the ground. This will create a lava pool that you need to avoid when running around and avoiding its other attacks.



As soon as the dragon hits the ground it will go underground. It will then start running at you. To avoid being hit by this attack run at it and dodge at the very last moment.



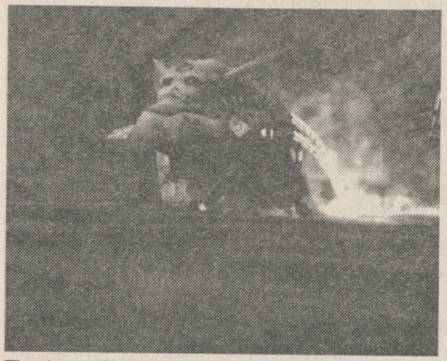
After a few of these attacks it will fly up to the ceiling again. After this the dragon will once again land on the ground. It will approach again so get behind it and attack it's legs.



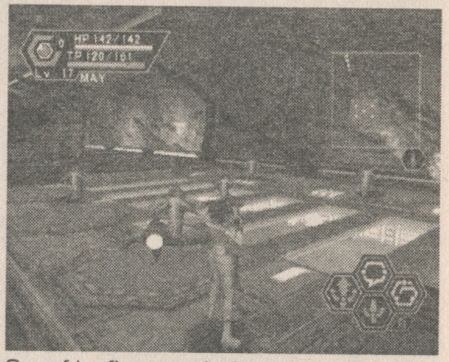
It will repeat the same attack patterns as outlined above until you kill it. The best times to hurt it are whilst it is fallen on the ground. That finishes the first set of dungeons.

CAVE BOSS

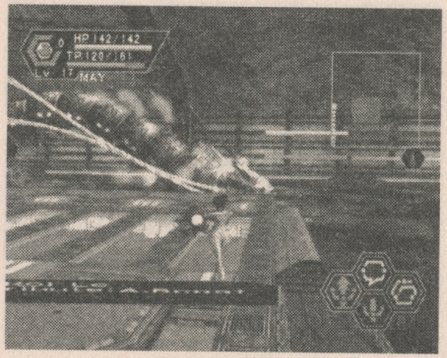
The huge worm creature you encounter after you enter the big warp pad at the end of the cave levels is probably the hardest boss in the game. It has a large variety of attacks which it attacks with whilst you are stranded on a small raft. Expect this fight to take anything from 10 minutes to half an hour depending on your level.



The huge Shrimp thing attacks in many different ways and is hard to kill. Make sure you use a powerful close range weapon such as Partisan with a high A Beast bonus on it.



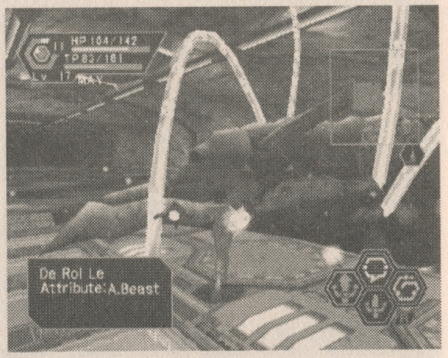
One of its first attacks is to throw five spikes at you. When they land on the platform stand as far away from them as possible as they are about to explode in your face.



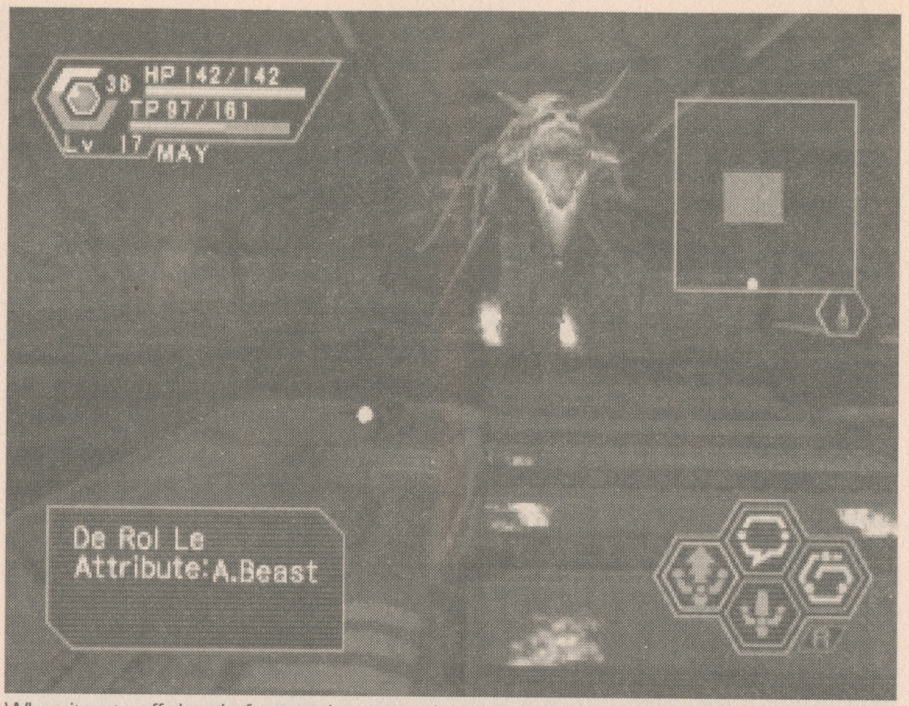
It also has another spike attack. If you find three surrounding you start hacking at them as they follow you. Make sure you're facing the beast when these are on as it will send purple energy at you. The combo of exploding spikes and energy is lethal so get ready to heal.

At other times the monster will swim past the platform. As it goes by hit it with your most powerful technique and do as much damage as possible. Often it will swim past on either side giving more opportunity to damage it.

Eventually the monster will leap in to the air and rest on the side of the platform. This is your best opportunity to inflict damage on it but you need to do it quickly as it will not stay there for long.

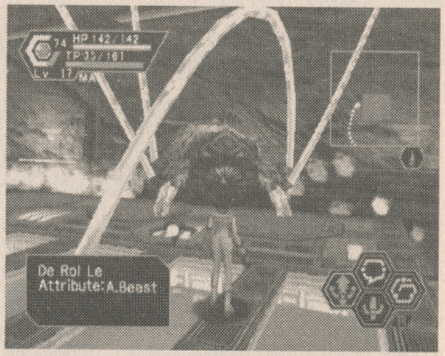


Line yourself up with its head and start attacking it with combos. When it unleashes its spike attack move around slightly and pull off a few combos before moving over slightly to avoid its dart attack. If you see the dart/tentacle move up you have probably left it too late.



When it gets off the platform and starts swimming again use this time to completely heal. When the cave goes dark it will use an energy beam attack on you. It is best to avoid this so run to the back of the platform then dodge to avoid the beam.

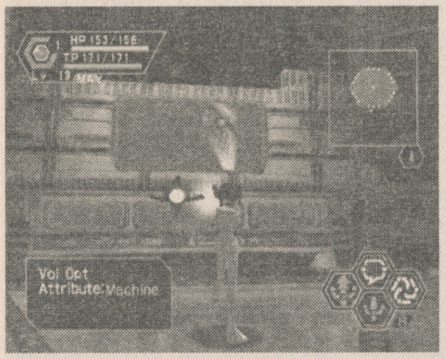
If you see the beast crawling along the ceiling get ready to run around again as if you don't you'll be clobbered by falling rocks. The beast will continue repeating all of its different attacks until it is dead.



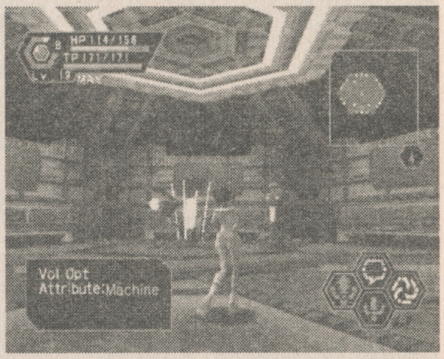
After you have inflicted a significant amount of damage on the beasts head it's skull casing will come off. Now you can start hurting it. Concentrate on this area until the beast is destroyed then pat your self on the back as that is probably the hardest part of the game.

MINE BOSS

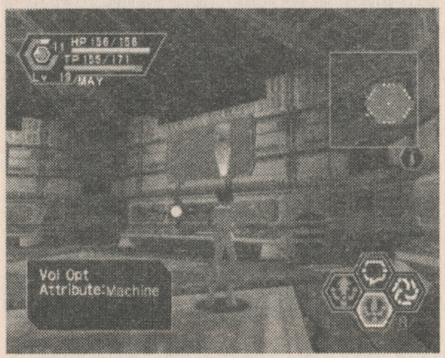
The boss you meet at the end of the mines is the easiest boss in the game. All of its attacks are avoidable meaning all you need to do is keep smacking it about until it is dead.



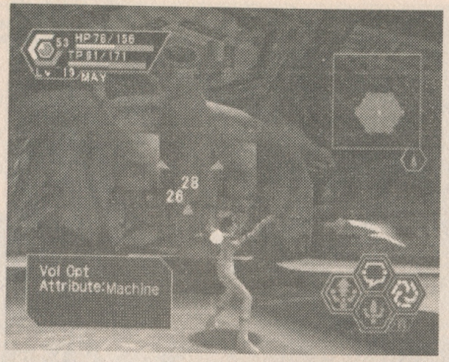
Before going through the big teleport make sure you have a close range weapon with a high Machine bonus and a good long range weapon also with a high bonus. Equip the gun first and keep the close range weapon for later. Now go through and confront the boss.



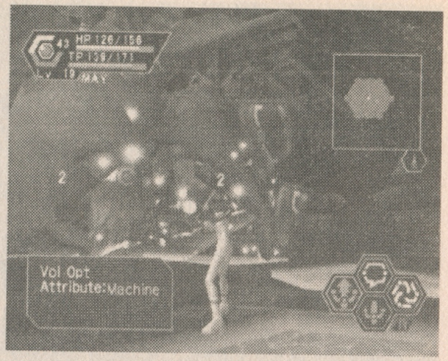
This boss fight is in two stages. The first one is in a big round computer room. Shoot the thing in the middle of the room and when it disappears target the face in the screens at the edge of the room.



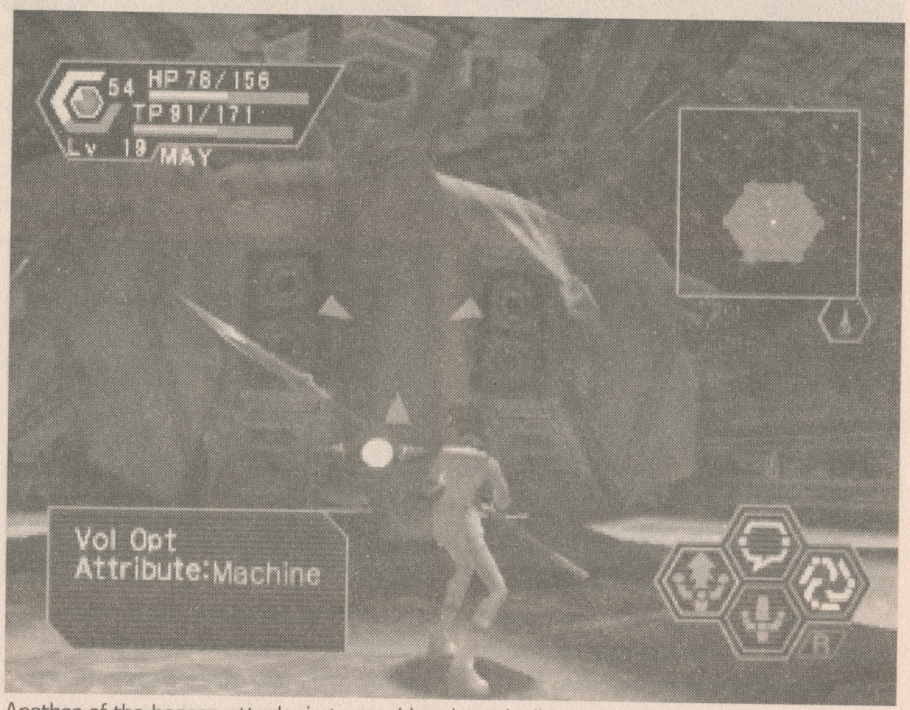
Keep shooting the face in the screen as it circles round. When you can't see it start shooting the object in the centre of the room. Once you have shot the face enough times the room will blow up transporting you to the second part of the boss.



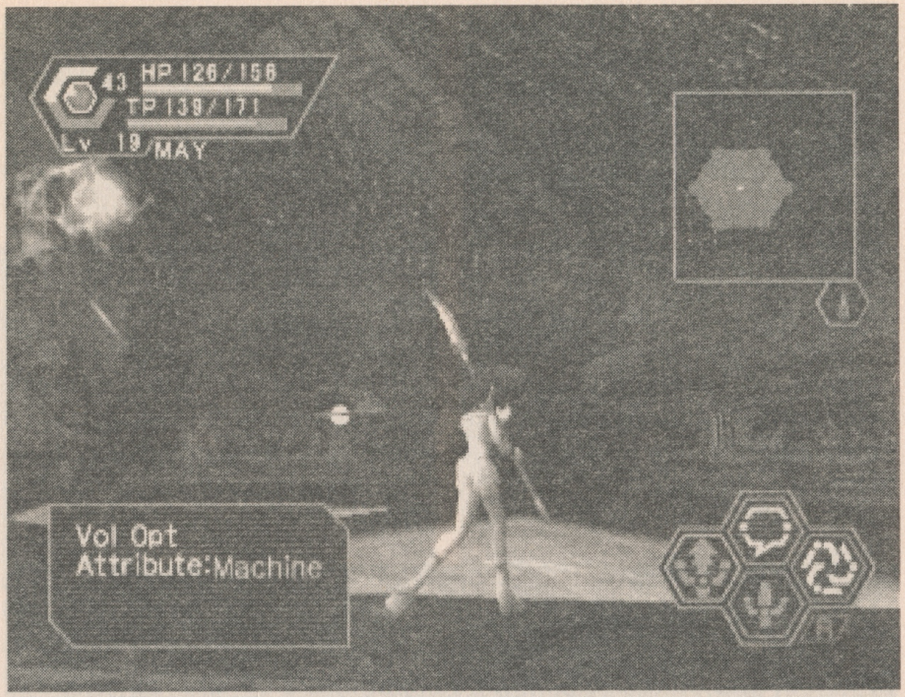
The second part is tougher. Equip your close range weapon and run round the outside of the huge robot. The idea is to whack it in-between it's various attacks.



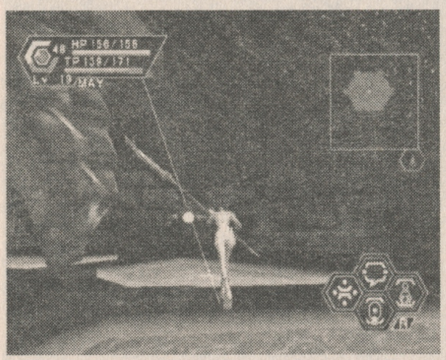
It has four moves. The first is to regenerate itself. In-between its attacks target the section that sends out yellow dust as once this is destroyed the robot can no longer heal itself.



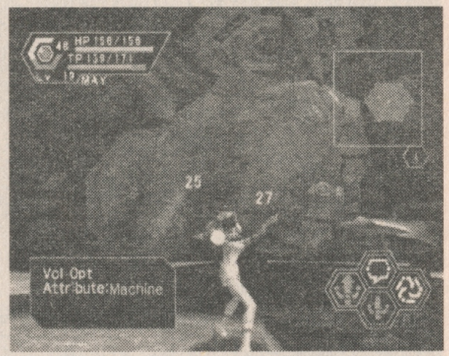
Another of the bosses attacks is to send homing missiles at you. When you see it launch them start running around the monster and they will eventually disappear.



Another of its attack is to send out a green ball. If this hits you'll will be momentarily stuck and about to get a good kicking. Get ready to heal.



A red beam of light signals its most deadly attack. When you see this keep running to avoid it's huge foot stomping move. It normally does this twice in a row. After the first red beam and stomps keep running until after the second set has finished.

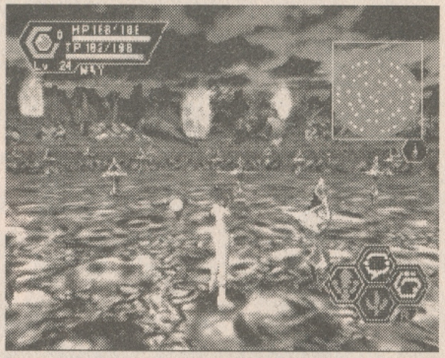


In-between it's attack you should stop running and whack it with a couple of combos. Then start running again. Repeat the pattern of running and then attacking until the beast is destroyed.

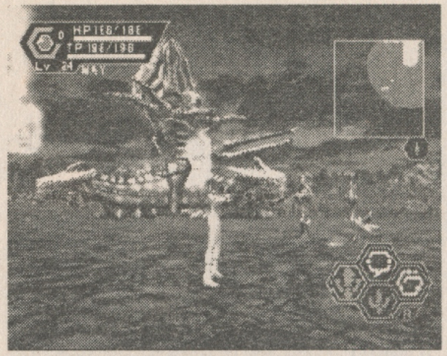
RUINS BOSS

The final boss in Phantasy Start Online is one big daddy. It's so huge that sometimes it just doesn't fit in the screen. How do you kill something so vast? Easy you shoot it, like everything else.

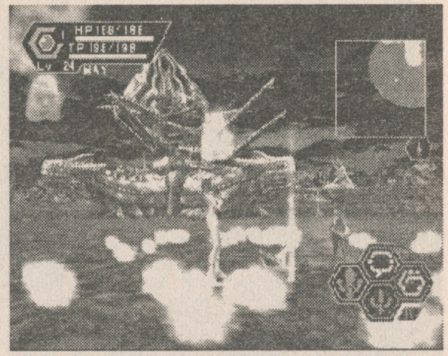
Don't enter the final portal without a gun with a high Dark bonus on it. If you can't find any or the shop doesn't have any then keeping teleporting in and out of Pioneer 2 until you get one. Once you do, stock up on items, make sure you're at least level twenty and face the boss.



Firstly walk up and touch the monolith. Now start firing at the drones that appear all around you. Aim for the centre and hit three to get to the next stage of the fight. It's a good idea to cast a defensive technique at this point if you can.

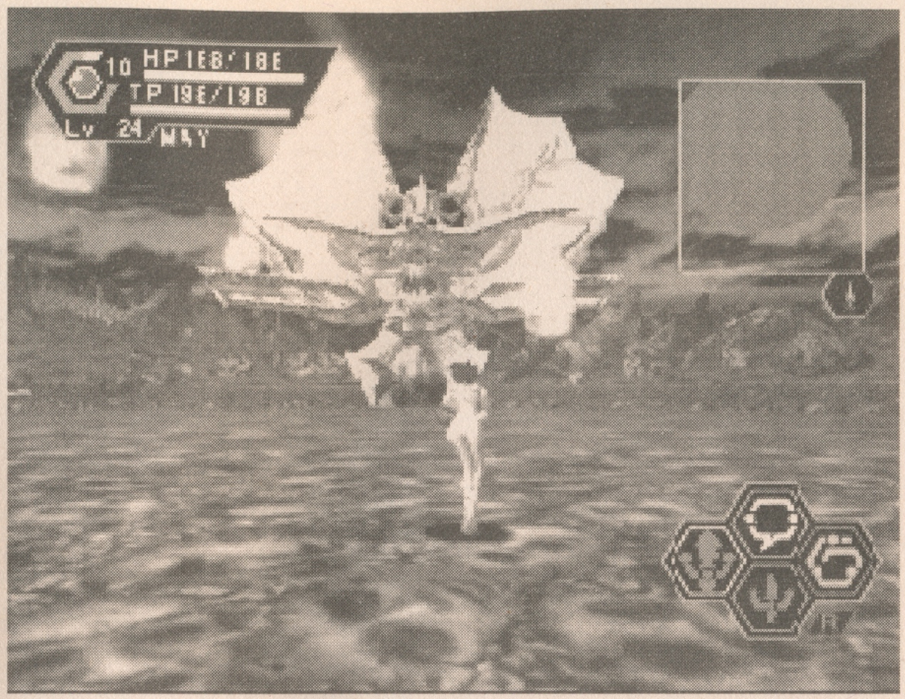


Now a massive dragon type thing will face you. It has multiple heads' which spit out drones. When it does- shoot these first. Once destroyed aim your weapon at the creature itself.



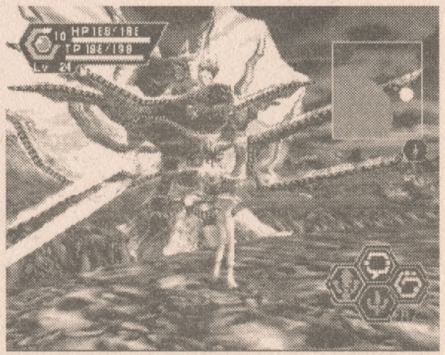
In-between spitting out drones the monster will cast some extremely powerful spells. These are very hard to avoid so get ready to heal yourself all the time.

It will repeat the pattern of spitting drones and using spells until you inflict enough damage. In between it's attacks you should be pulling off as many comboes as possible.



Once enough damage has been done the monster will shed the lower dragon section. It will then start to move towards the edge of the arena.

Follow the beast to the edge and stand just to the side of where it attacks. Using your gun start shooting it in the stomach.



Continue shooting it until it dies and then sit back and smile as you have just completed the game. This will unlock the next difficulty setting if you're mad enough to try it.

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Cover: Dan Payne **Editor:** Alex C

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